

Introduction

- HERE IS A COLLECTION of ninety wood-crafts for experienced home-workshoppers and hobbyists who are just discovering the satisfying pastime of making things with their own two hands. This book is designed to give you the fun, satisfaction and know-how of simple wood-crafting.
- Each project is presented with easy-to-follow instructions, complete with illustrations and patterns and blueprints when necessary. The required tools are listed—and, don't worry, they are easily obtainable and inexpensive. There are no complicated projects that demand the use of intricate woodworking equipment; in general, they are articles that take only a few hours of enjoyable work. They don't assume any previous knowledge of woodworking; the newcomer as well as the old-timer will spend many pleasurable hours working on the projects in this book. Children can work on some of the items; they'll enjoy helping Dad and building their own toys and models of wood. It may take an older hobbyist to construct the wooden clothes closet or some of the more detailed models, but even those are not terribly difficult.
- We suggest interesting ideas for finishing, coloring and decorating. You can follow these to a point, if you like, and then add your own distinctive personal touch.
- You'll find something for everyone in the family. There are jewelry for Mom and Sis, toys and wonderful animal models for the kids, camping and hunting crafts for Dad, games and puzzles for all to enjoy together, and articles to improve and beautify your home—dozens of useful and decorative objects.

WOOD-CRAFT

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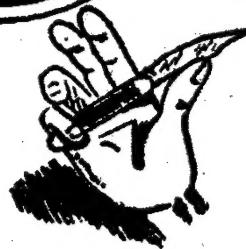
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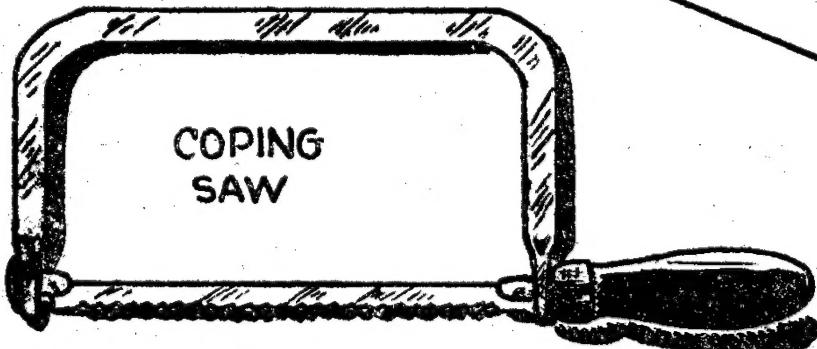
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WHITTLE
CRAFT



TOOLS REQUIRED:



COPING
SAW

POCKET
HONE



JACK-
KNIFE



PAINTS

WATER-COLORS
ARE THE BEST TO
USE FOR YOUR JOB.
THEY ARE NOT TOO
MESSY TO USE.



WOOD

WHITE-PINE, BASSWOOD
OR WHITEWOOD ARE THE
BEST KINDS OF WOOD TO
USE. THEY ARE EASY TO
CUT WITH A KNIFE.

This

IS

AN INEXPENSIVE HOBBY
AND CAN BE TURNED INTO
A PROFITABLE ONE ALSO.

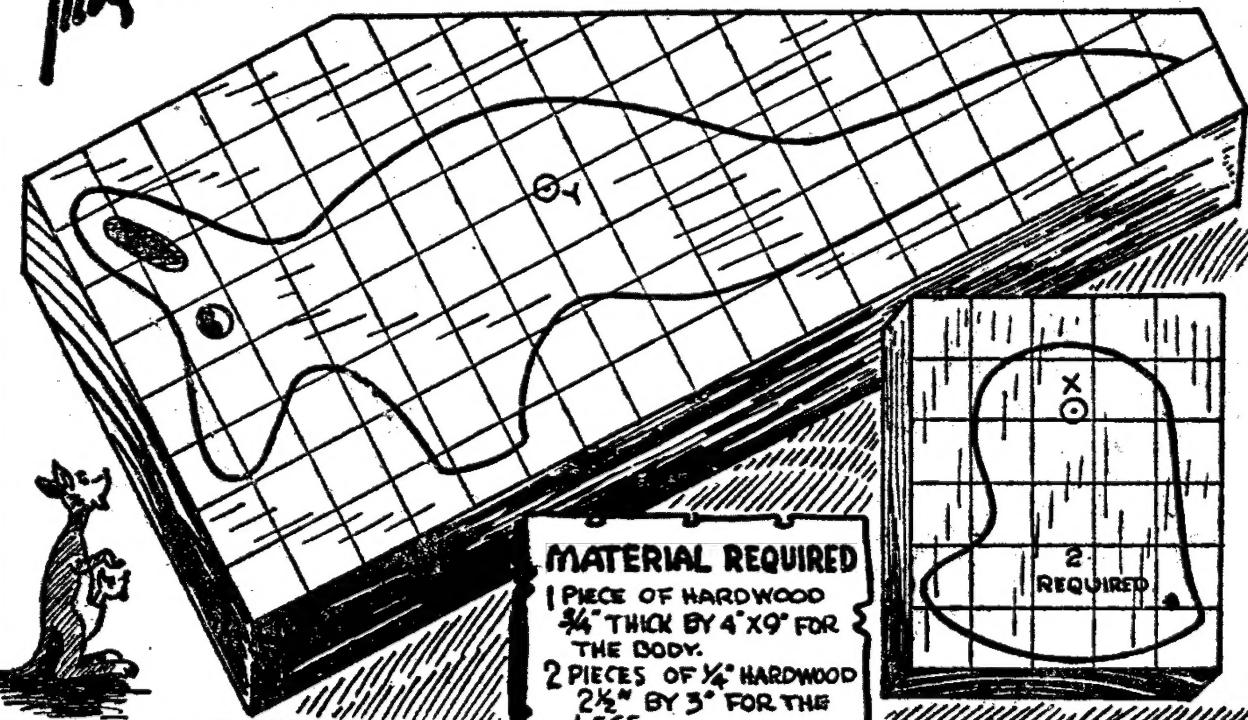
WHEN YOUR FRIENDS SEE
YOUR WORK THEY WILL WANT
AN ARTICLE JUST LIKE THE
ONE YOU HAVE MADE.

TOYS
GAMES
TRICKS
MADE AT HOME

Great Rainy Day



This KANGAROO - IS A SIMPLE, GRAVITY OPERATING TOY THAT IS MADE FROM SCRAP LUMBER.

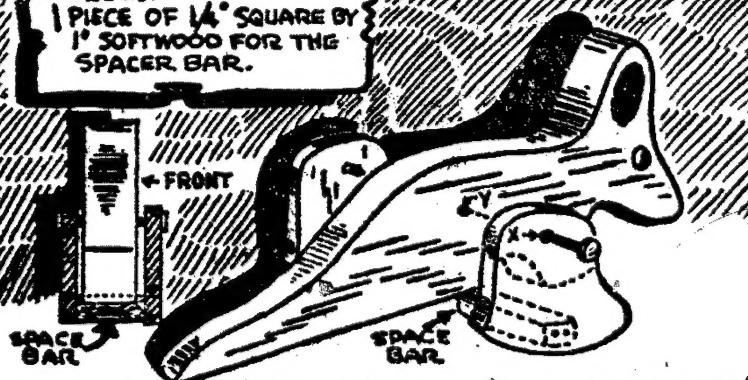


MATERIAL REQUIRED

1 PIECE OF HARDWOOD
 $\frac{3}{8}$ " THICK BY 4" X 9" FOR
THE BODY.
2 PIECES OF $\frac{1}{4}$ " HARDWOOD
 $2\frac{1}{2}$ " BY 3" FOR THE
LEGS.
1 PIECE OF $\frac{1}{4}$ " SQUARE BY
1" SOFTWOOD FOR THE
SPACER BAR.

2
REQUIRED

DRAW $\frac{1}{2}$ " SQUARES ON
THE LUMBER WHICH WILL BE USED
FOR THE BODY & LEGS. SKETCH
IN THE DRAWINGS ON THE WOOD
AND SAW THEM OUT.
NEXT DRILL SMALL HOLES IN THE
LEGS AT 'X'. MARK 'Y' ON THE
BODY ON BOTH SIDES.



CONSTRUCTION -

NAIL THE LEGS TO THE BODY AT "Y".
MAKE SURE THE LEGS SWING FREELY.
NOW PLACE THE SPACE BAR IN BETWEEN
THE LEGS - AT THE CENTER - NAIL OR GLUE
THIS BAR TO THE LEGS.
PAINT THE TOY WITH BRIGHT COLORS.

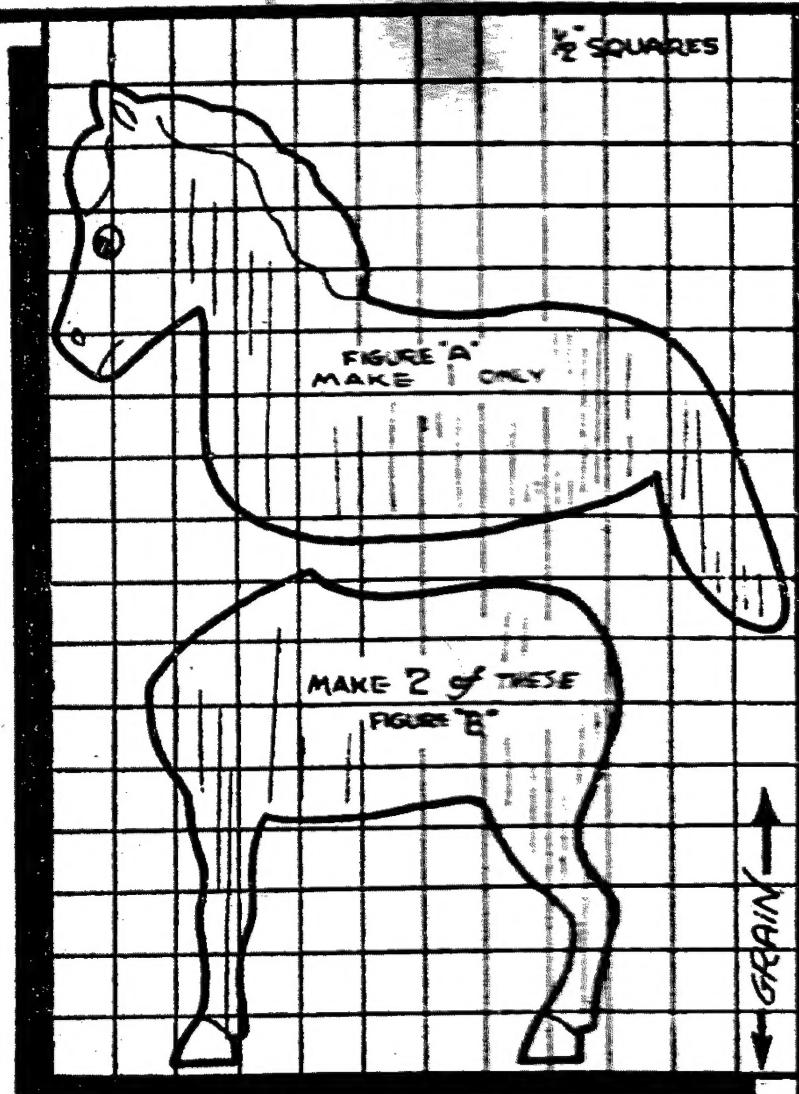
PONY CUT OUT.

THIS LITTLE WOODEN PONY WILL GIVE HOURS OF FUN - EITHER FOR YOURSELF OR SOMEONE ELSE.

ON A PIECE OF CARD-BOARD LAY OUT $\frac{1}{2}$ " SQUARES AND DRAW IN THE PONY PARTS AS SHOWN AT THE LEFT. CUT THE TWO DRAWINGS OUT AND LAY THEM ON A $\frac{1}{2}$ " THICK PIECE OF LUMBER AND TRACE AROUND THE CUTOUTS.

MAKE ONE CUTOUT ONLY OF FIGURE "A" AND TWO CUTOUTS OF FIGURE "B."

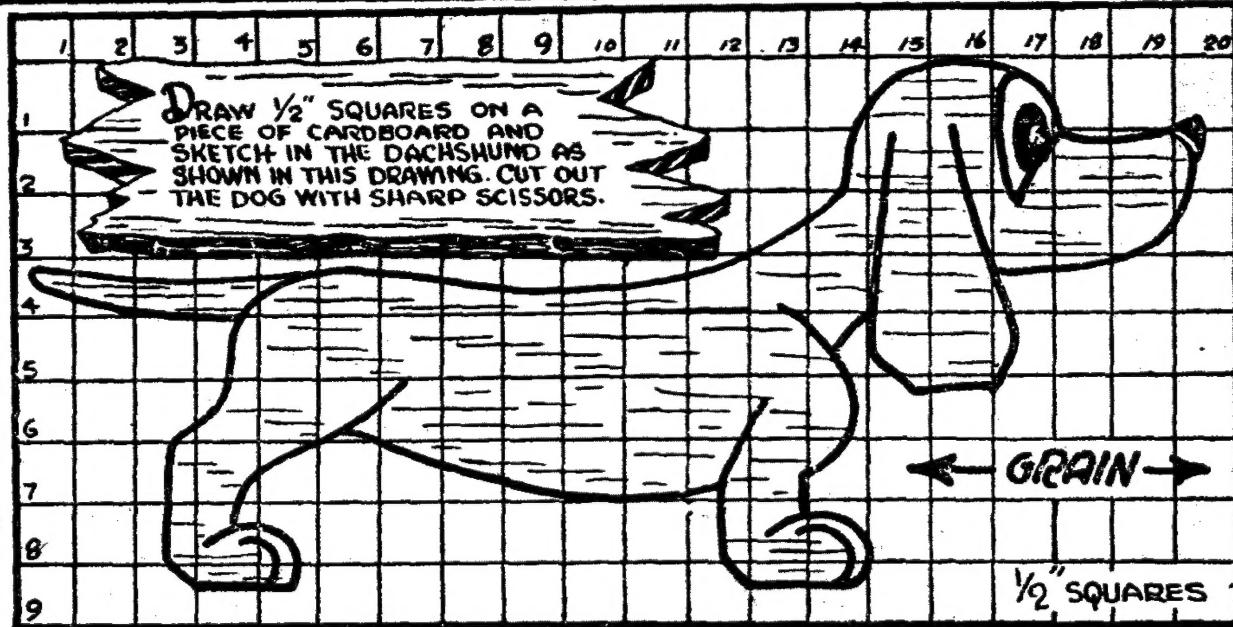
SAW THE THREE PIECES OUT WITH A COPING SAW.



NAIL OR GLUE THE THREE PIECES TOGETHER. MAKE-SURE THE BODY IN ALL THREE PARTS MATCHES. ROUND OFF ALL THE EDGES WITH SANDPAPER.

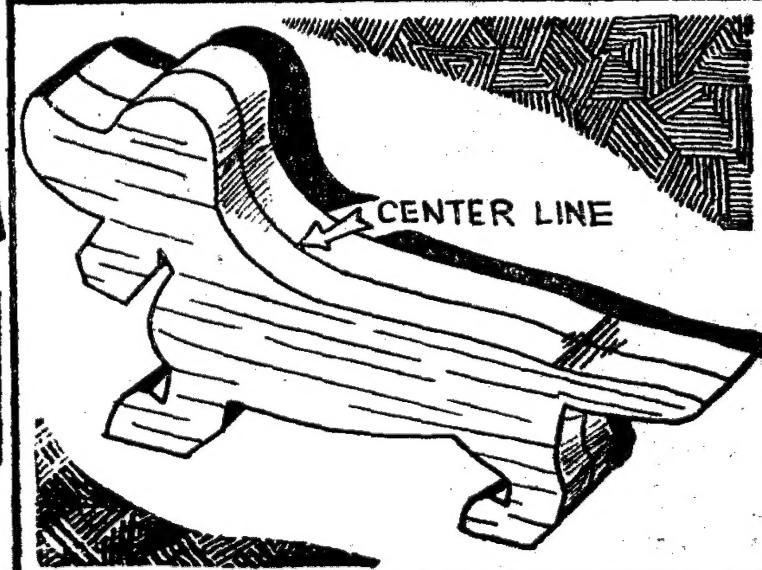
PAINT THE PONY ANY COLOR YOU WISH. THE ONE SHOWN HERE IS PAINTED WHITE WITH BLACK SPOTS. MARK IN THE EARS, EYES, NOSE AND MOUTH.

"Dachshund"



LAY YOUR PATTERN ON A BLOCK OF PINE 2" THICK BY 10" BY 5". BE SURE THE GRAIN OF THE WOOD RUNS AS SHOWN. TRACE AROUND THE PATTERN WITH A SOFT PENCIL. MAKE SURE THAT YOUR PENCIL MARKS ARE EASILY SEEN. NOW - SAW OUT THE ROUGH MODEL WITH A COPING SAW.

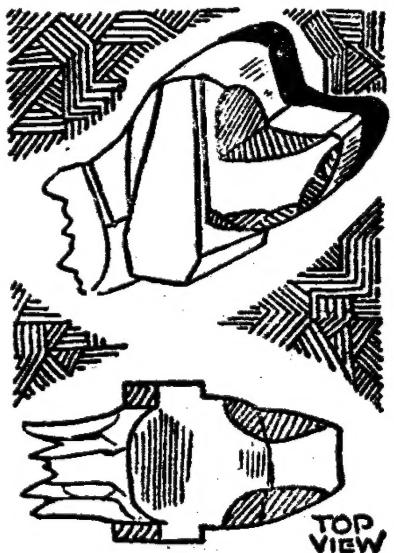
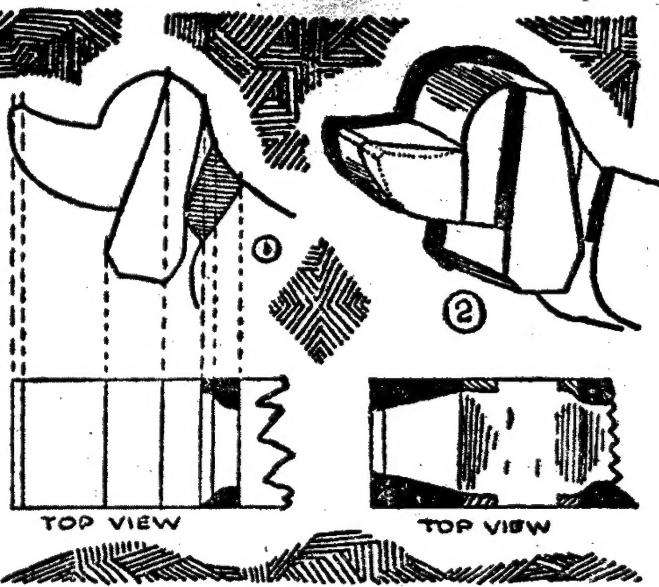
AFTER YOU HAVE THE MODEL SAWN OUT, MARK IN A CENTER LINE ALL AROUND THE DOG AS SHOWN IN THE DRAWING AT THE RIGHT.



The HEAD.

FOllow the numbered drawings in shading the head. Cut out the shaded part of the neck. Take out enough wood on either side of the neck so that it will be practically square.

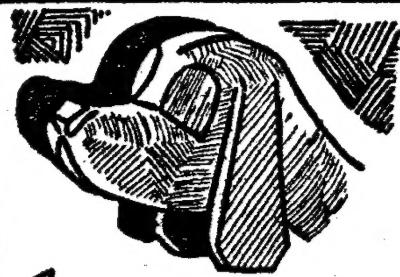
① CUT BACK $\frac{1}{8}$ " IN. IN THE FRONT AND BACK OF THE EARS. THIS IS TO MAKE THE EARS STAND OUT. THE NOSE IS $\frac{3}{4}$ " WIDE AT THE TIP AND TAPERS BACK TO THE HEAD. THE DOTTED LINES ON THE HEAD IN PICTURE **②** SHOWS THE ORIGINAL WIDTH OF THE BLOCK ONLY.



CUT OUT THE SHADED PARTS SHOWN HERE. THE EYE IS A DEEP NOTCH CUT DOWN INTO THE HEAD AND CUT OUT. ROUND OFF THE NOSE AS SHOWN IN THE SHADED AREAS.



The BODY

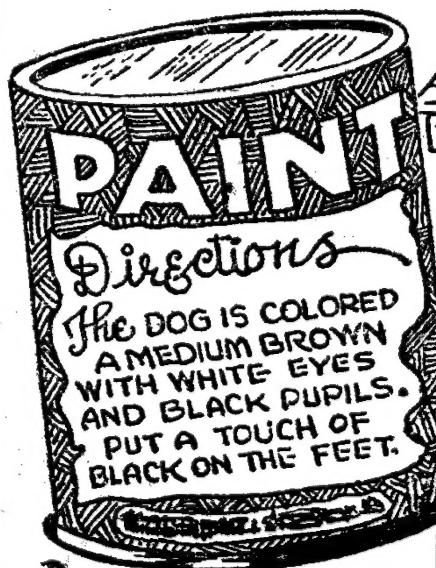


THE EARS ARE COMPLETED AT THIS TIME. CUT OUT THE WASTE FROM BETWEEN THEM—LEAVING THE EARS ABOUT $\frac{1}{8}$ " THICK. ROUND OFF THE EDGES ALSO.

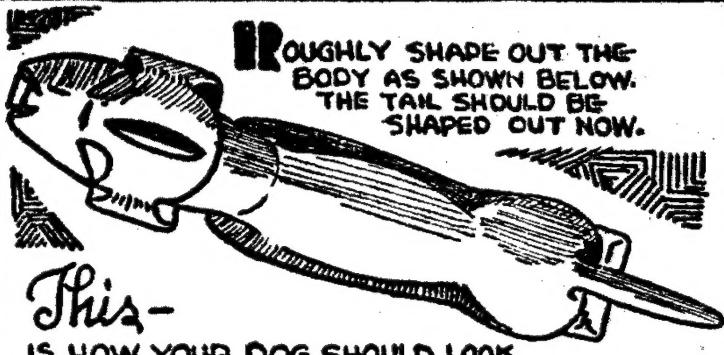
AFTER

YOU HAVE COMPLETELY ROUNDED OFF ALL THE PARTS OF THE DOG, SANDPAPER IT TO A SMOOTH ROUNDNESS. WHEN USING THE SANDPAPER, ALWAYS GO WITH THE GRAIN OF THE WOOD. IT MAKES A CLEANER JOB.

HOW ARE YOU DOING, CHUM?
I'M NOT AS TOUGH AS I LOOK.



ROUGHLY SHAPE OUT THE BODY AS SHOWN BELOW. THE TAIL SHOULD BE SHAPED OUT NOW.

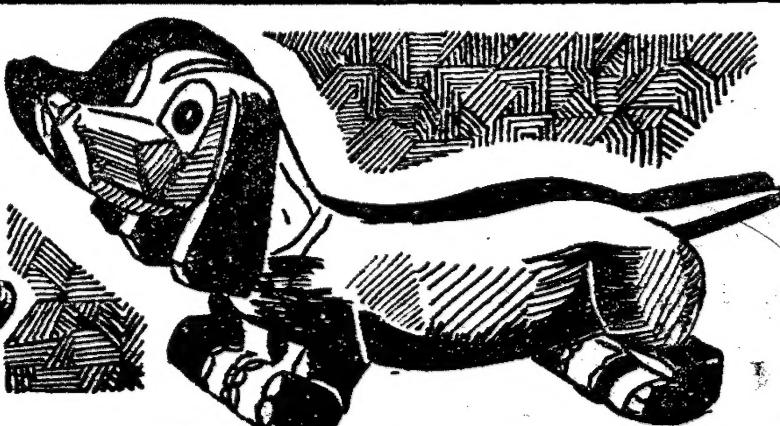
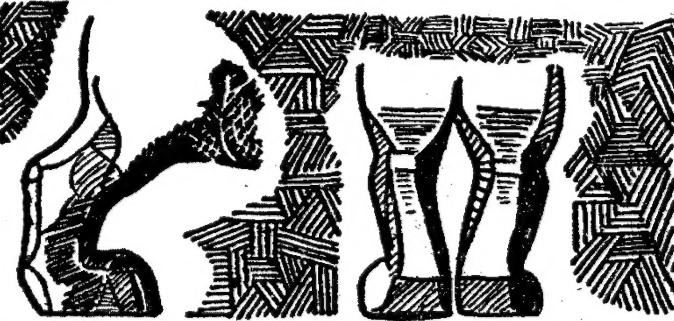


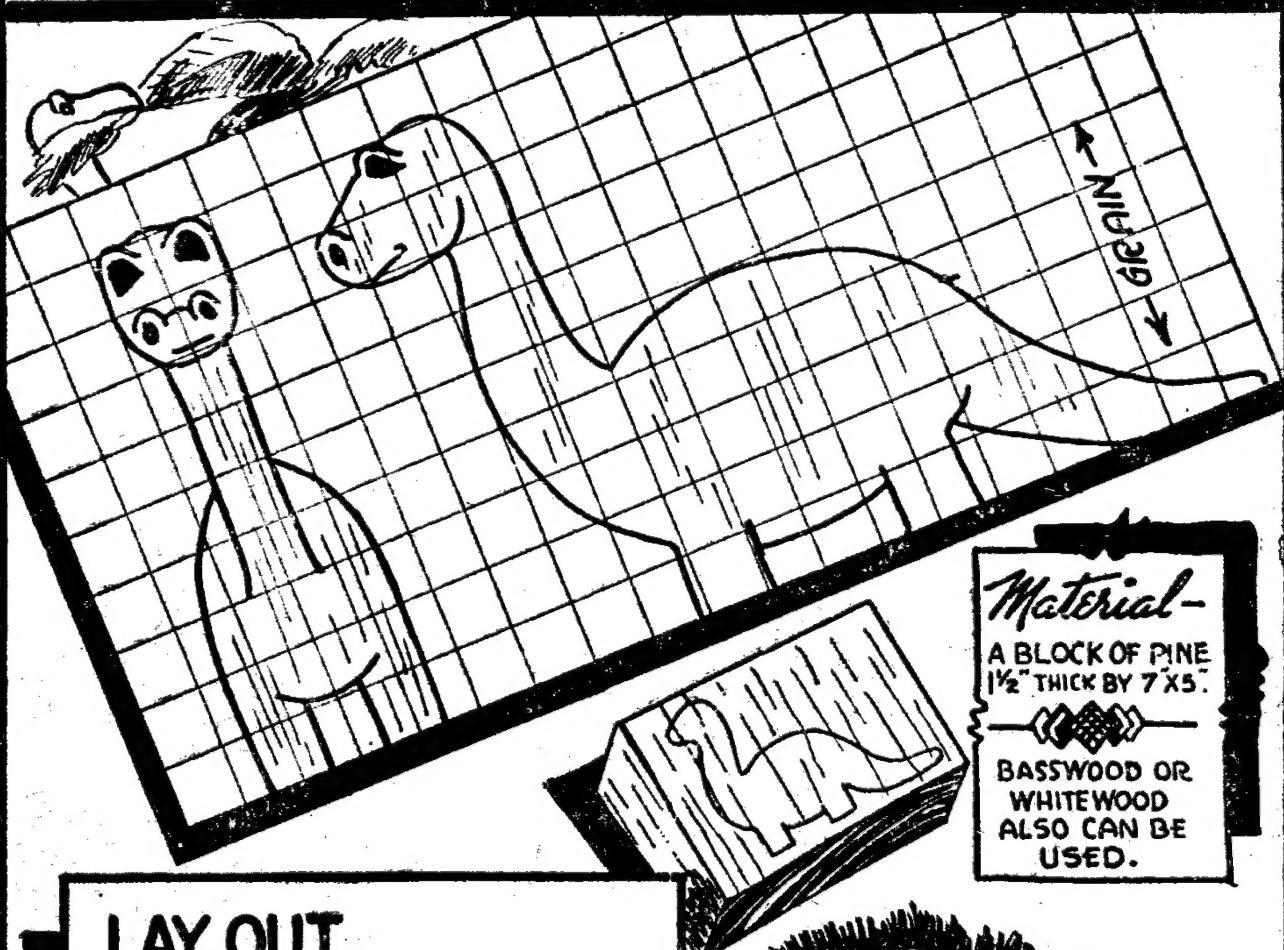
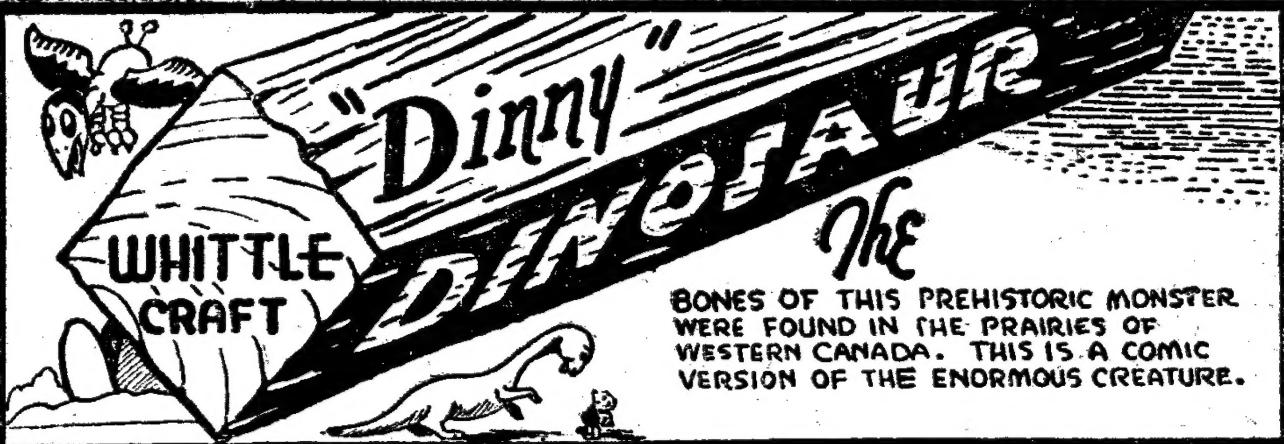
This—

IS HOW YOUR DOG SHOULD LOOK AFTER YOU HAVE SHAPED THE BODY AND TAIL ROUGHLY.

1

THE LEGS AND FEET ARE FINISHED OFF AT THIS POINT. THE TOES ARE "V" CUTS. FOLLOW THE DRAWINGS BELOW. TAKE SMALL CUTS ONLY.

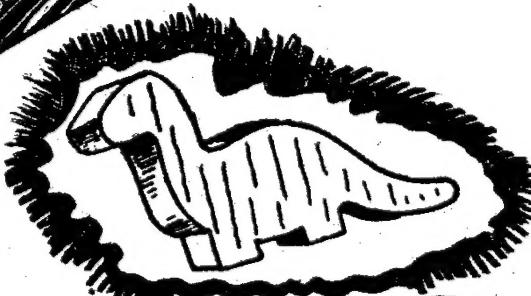


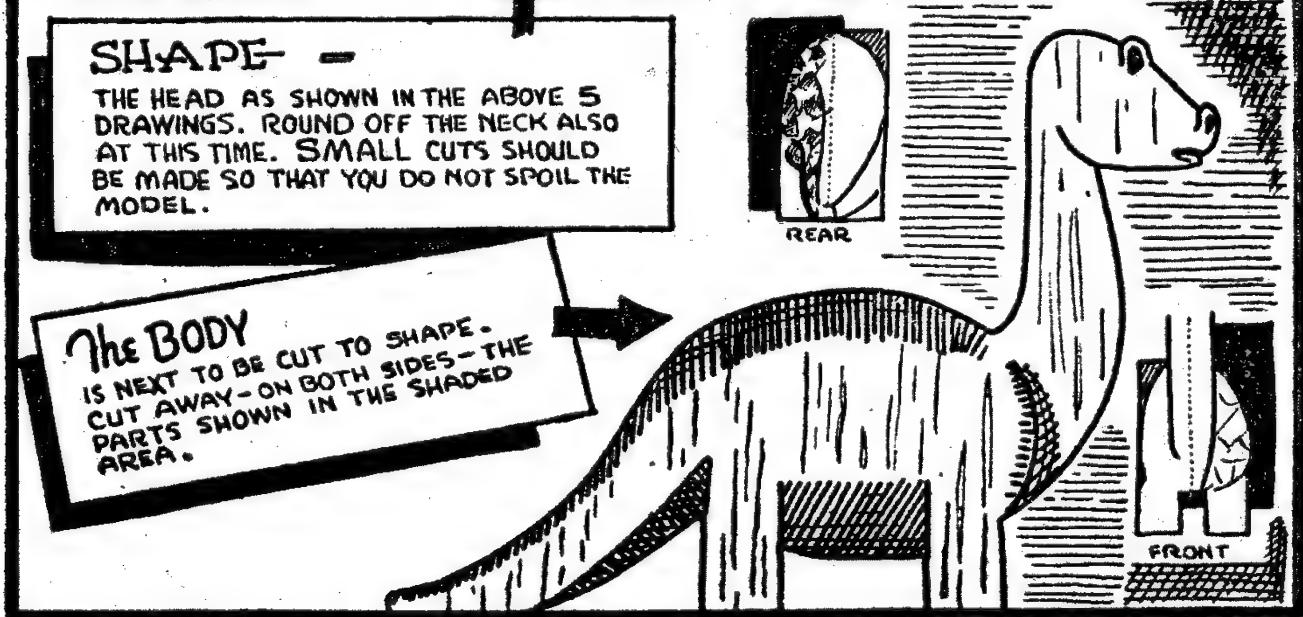
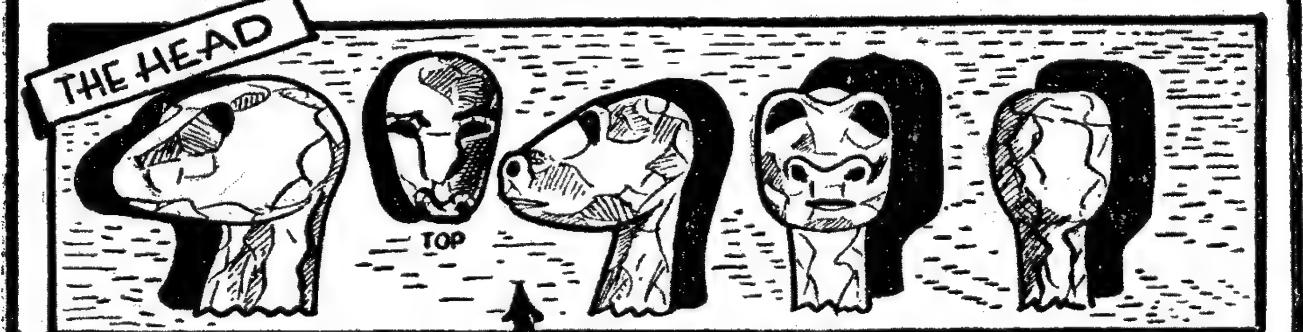
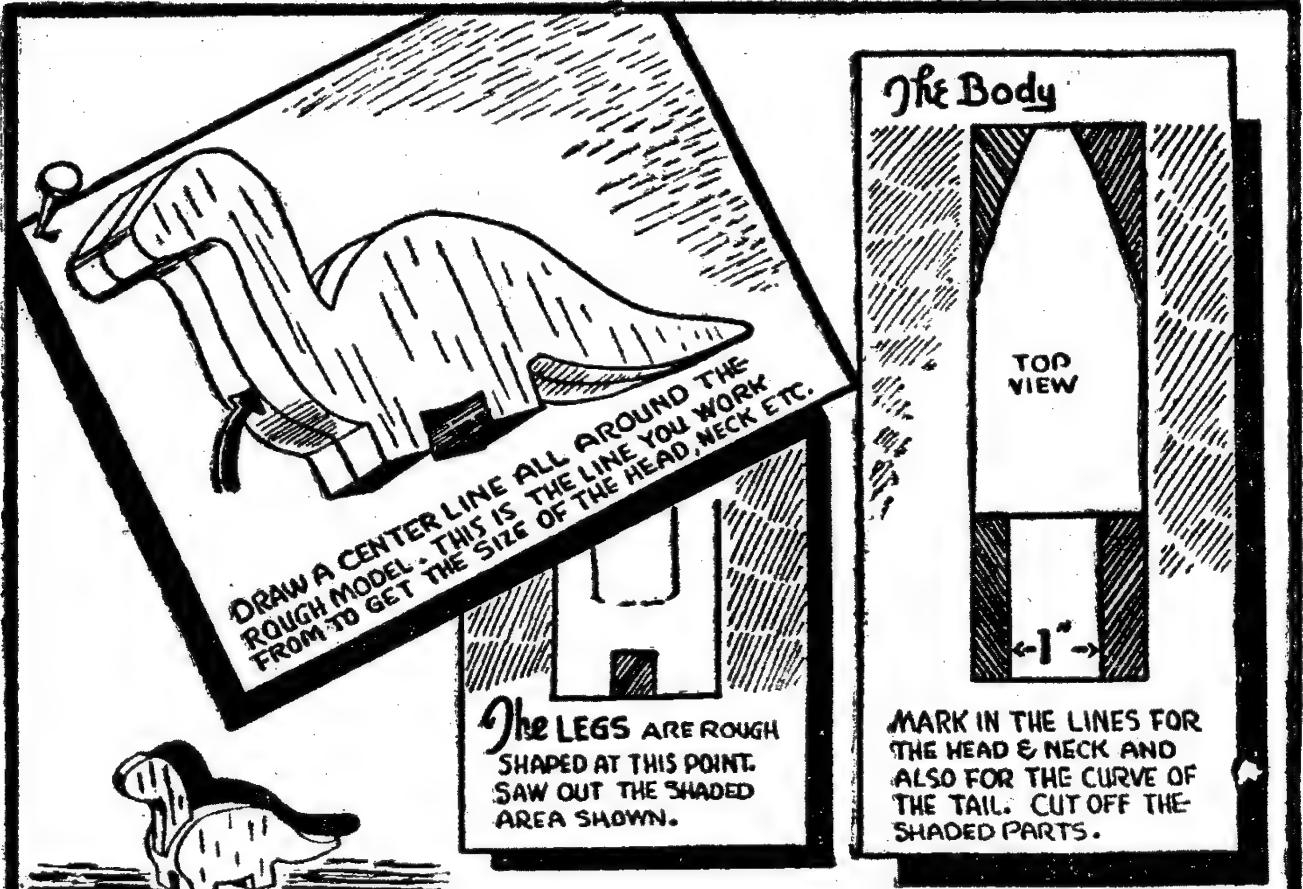


LAY OUT

DRAW $\frac{1}{2}$ " SQUARES ON A PIECE OF CARDBOARD AND THEN SKETCH IN THE PICTURE OF "DINNY" (SHOWN IN THE SQUARED OFF DRAWING ABOVE). WHEN YOU HAVE THE PICTURE MADE TO YOUR SATISFACTION CUT IT OUT AND YOU HAVE YOUR PATTERN READY. LAY THE PATTERN ON A $1\frac{1}{2}$ " THICK BLOCK OF PINE AND DRAW AROUND THE CUTOUT. SAW OUT THE ROUGH MODEL WITH A COPING SAW.

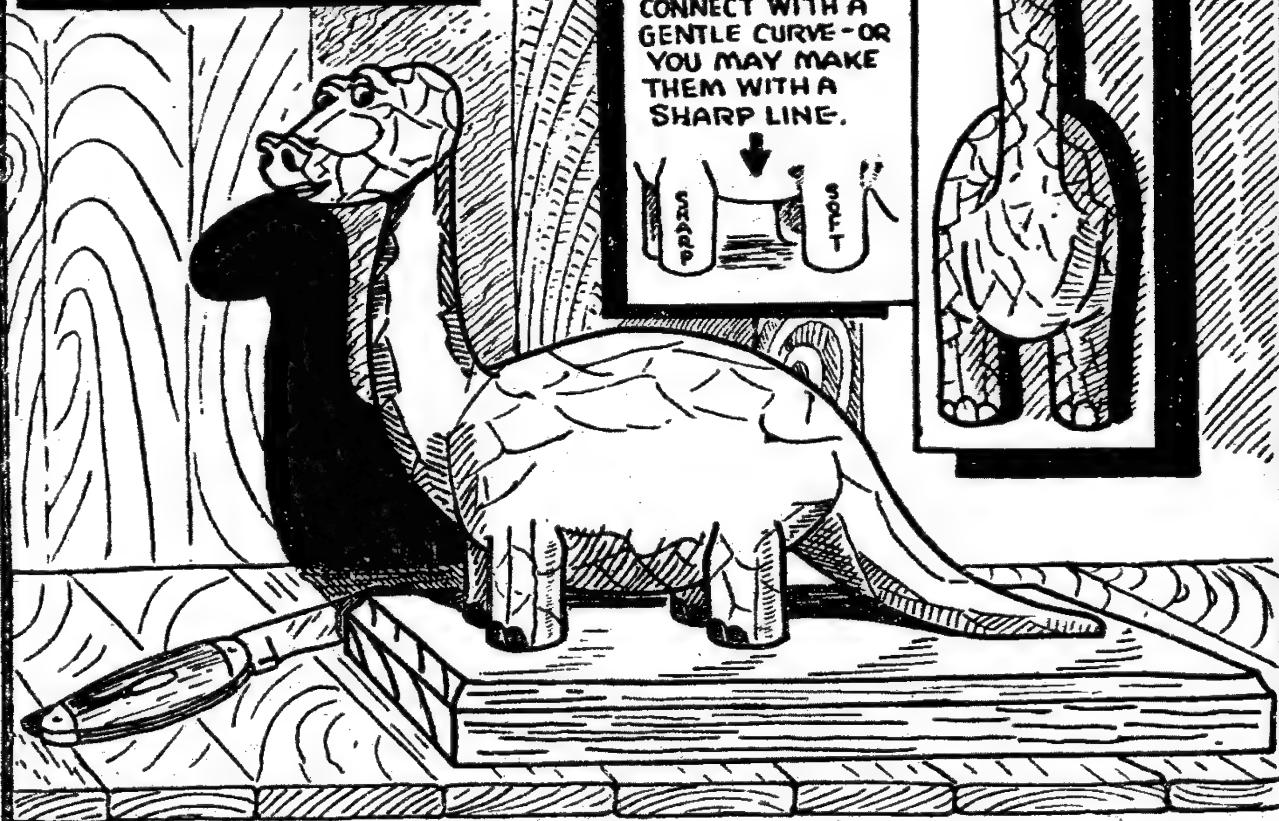
WATCH THE GRAIN OF THE WOOD. MAKE SURE YOU HAVE THE GRAIN RUNNING AS SHOWN.





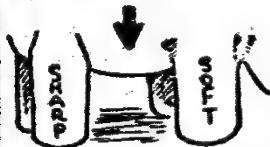
The LEGS-

ARE ROUNDED OFF. DO NOT DO THIS TOO SMOOTHLY-BUT LEAVE THEM A LITTLE ON THE ROUGH SIDE.



THE BODY

ROUND OFF THE BODY-NOT TOO SMOOTH. LET THE JOINTS OF THE LEGS AND NECK CONNECT WITH A GENTLE CURVE-OR YOU MAY MAKE THEM WITH A SHARP LINE.



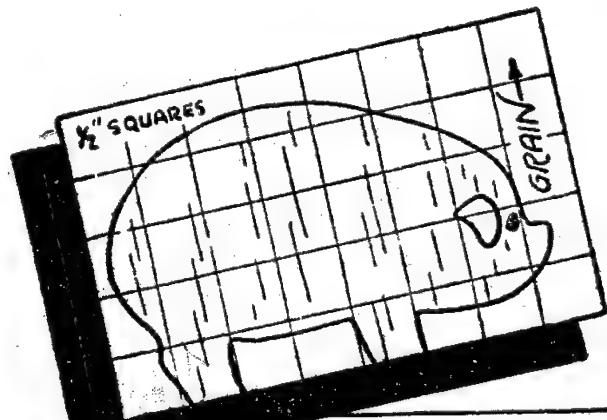
Finishing

DO NOT SANDPAPER THE MODEL. LET YOUR KNIFE MARKS SHOW-AS THIS IS A MODEL OF A RUGGED ANIMAL.
MOUNT YOUR ANIMAL ON A BOARD AS SHOWN. USE GLUE ABOVE THE EYES ARE SMALL BEADS GLUED INTO SMALL HOLES IN THE HEAD.



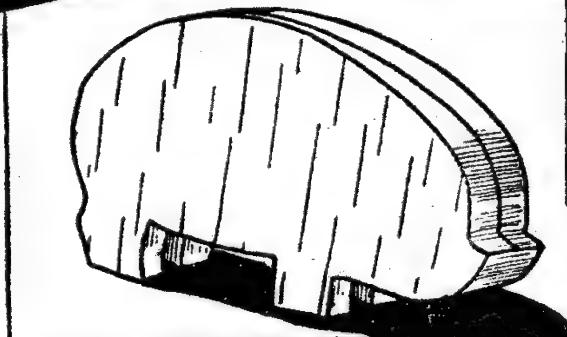
THE CARVING IS PAINTED ALL GRAY. THE EYES ARE RED WITH WHITE PUPILS. THE NOSTRILS AND MOUTH ARE RED ALSO. PAINT 3 BLACK TOES ON EACH FOOT. THE BASE IS DARK GREEN.

"PORKY PIG"

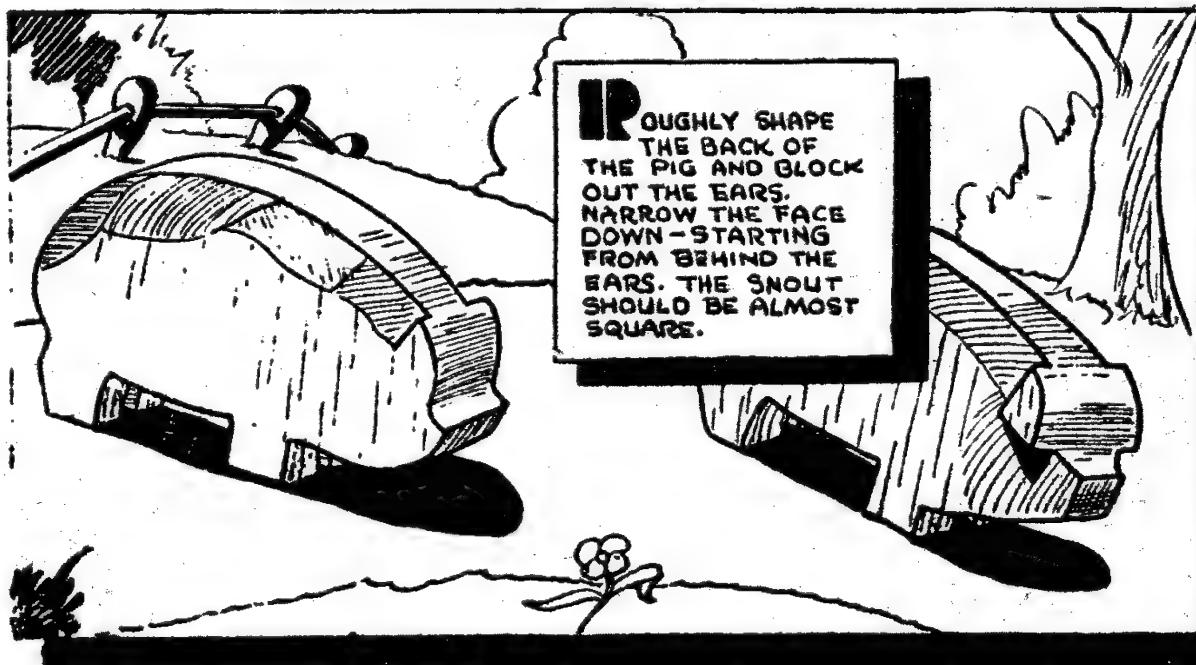


SQUARE

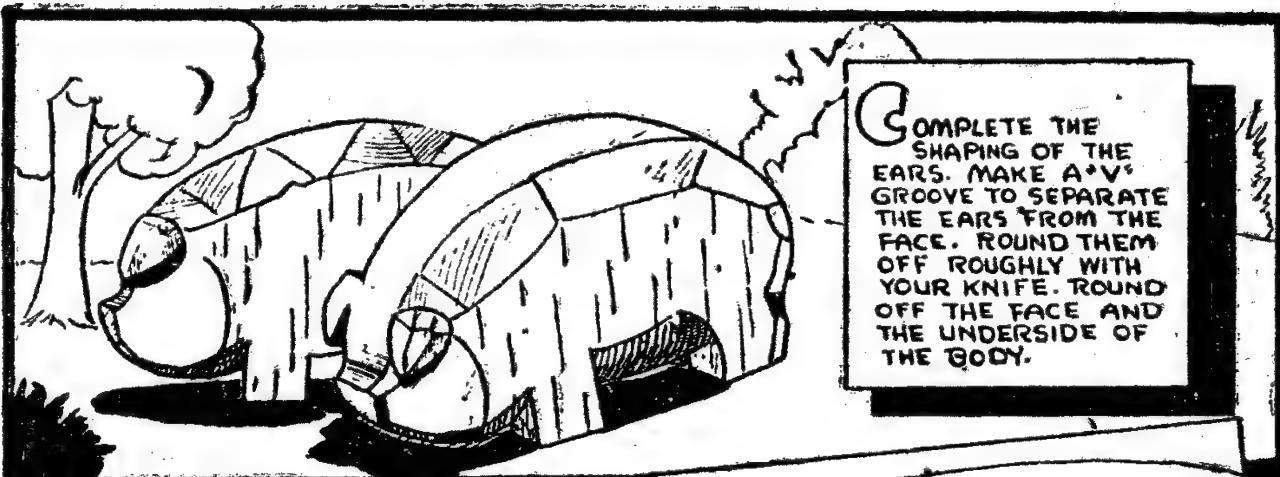
PIECE OF CARDBOARD INTO $\frac{1}{2}$ " SQUARES. SKETCH IN THE SIDE VIEW OF THE PIG AS SHOWN AT THE LEFT. CUT OUT THE DRAWING AND LAY IT ON A PIECE OF SOFT WOOD $1\frac{1}{4}$ in. THICK. TRACE AROUND THE PATTERN WITH A SOFT PENCIL. CUT OUT THE ROUGH MODEL WITH A COPING SAW.



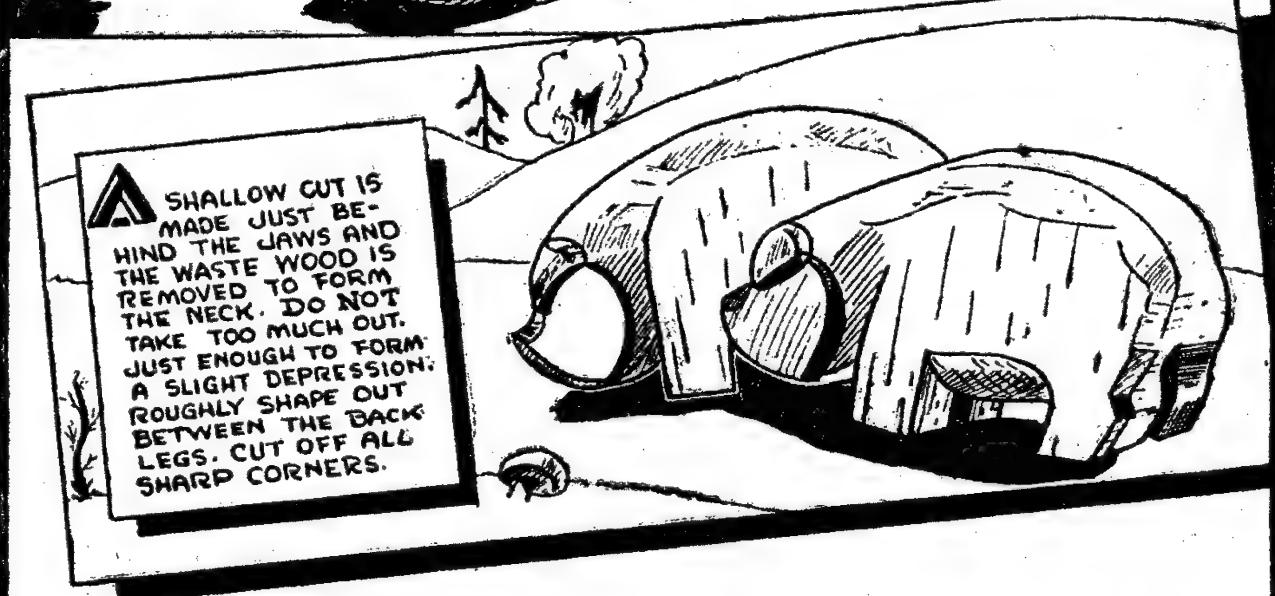
DRAW A CENTER LINE ALL AROUND THE MODEL. SAW OUT ABOUT $\frac{1}{3}$ OF THE WOOD FROM BETWEEN THE LEGS.



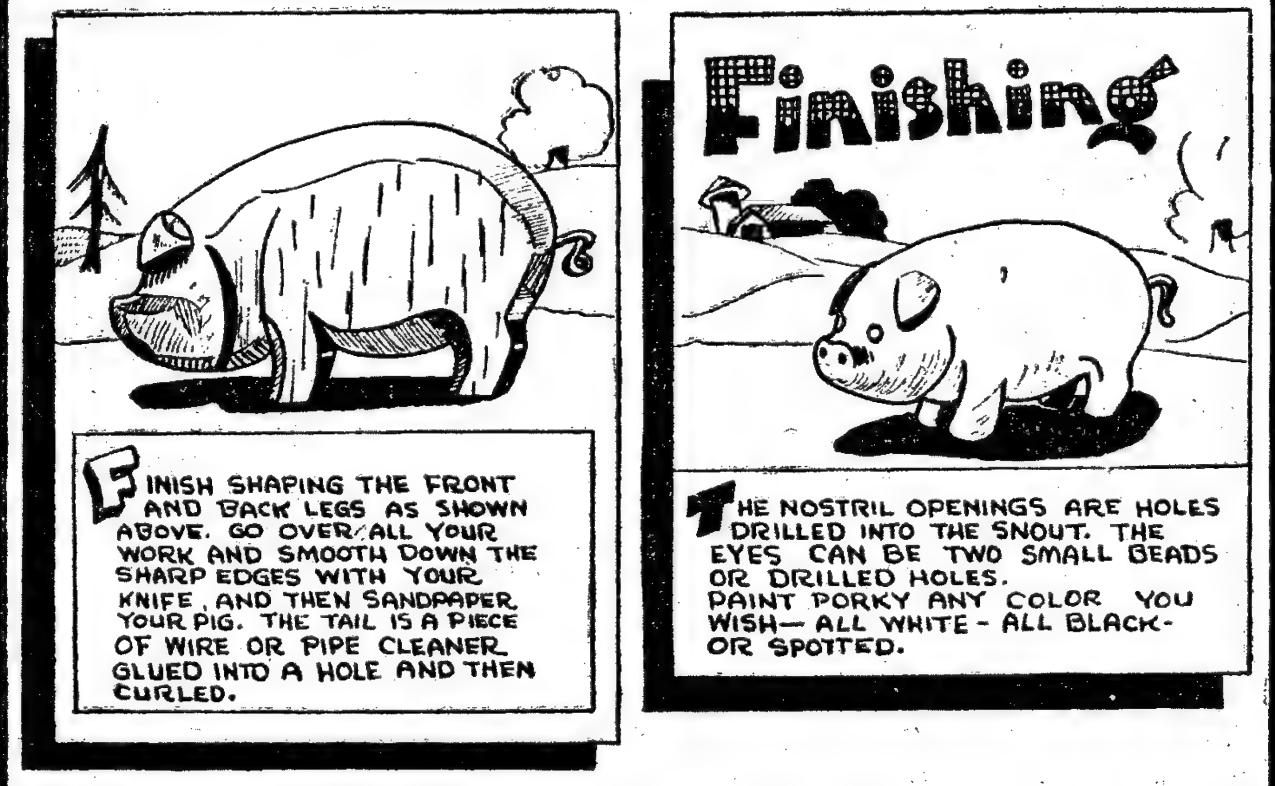
ROUGHLY SHAPE THE BACK OF THE PIG AND BLOCK OUT THE EARS. NARROW THE FACE DOWN - STARTING FROM BEHIND THE EARS. THE SNOUT SHOULD BE ALMOST SQUARE.



C COMPLETE THE SHAPING OF THE EARS. MAKE A "V" GROOVE TO SEPARATE THE EARS FROM THE FACE. ROUND THEM OFF ROUGHLY WITH YOUR KNIFE. ROUND OFF THE FACE AND THE UNDERSIDE OF THE BODY.



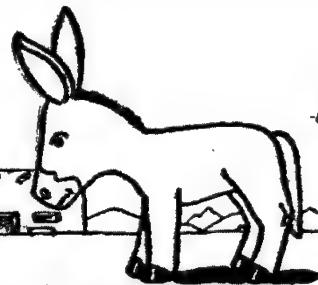
A SHALLOW CUT IS MADE JUST BEHIND THE JAWS AND THE WASTE WOOD IS REMOVED TO FORM THE NECK. DO NOT TAKE TOO MUCH OUT. JUST ENOUGH TO FORM A SLIGHT DEPRESSION. ROUGHLY SHAPE OUT BETWEEN THE BACK LEGS. CUT OFF ALL SHARP CORNERS.



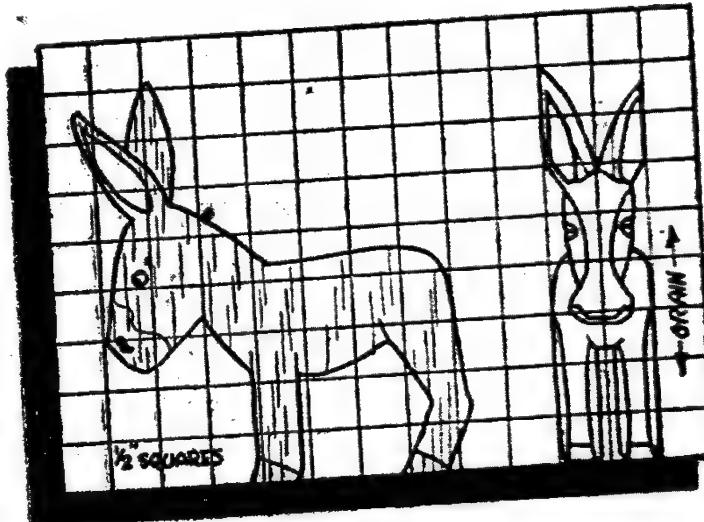
E FINISH SHAPING THE FRONT AND BACK LEGS AS SHOWN ABOVE. GO OVER ALL YOUR WORK AND SMOOTH DOWN THE SHARP EDGES WITH YOUR KNIFE, AND THEN SANDPAPER YOUR PIG. THE TAIL IS A PIECE OF WIRE OR PIPE CLEANER, GLUED INTO A HOLE AND THEN CURLED.



T HE NOSTRIL OPENINGS ARE HOLES DRILLED INTO THE SNOUT. THE EYES CAN BE TWO SMALL BEADS OR DRILLED HOLES. PAINT PORKY ANY COLOR YOU WISH— ALL WHITE - ALL BLACK- OR SPOTTED.

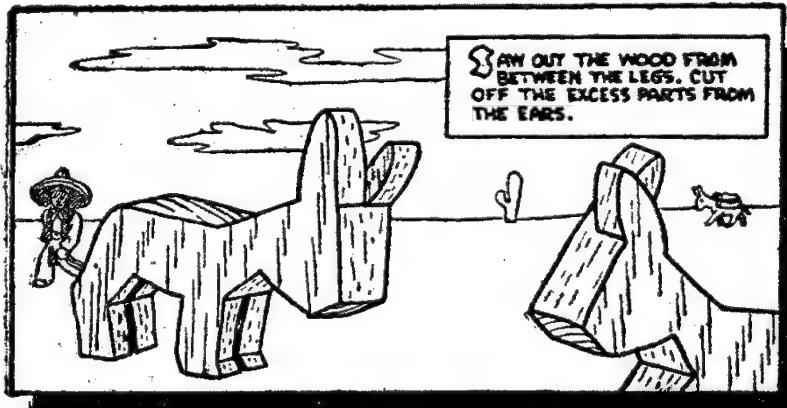


DONKEY

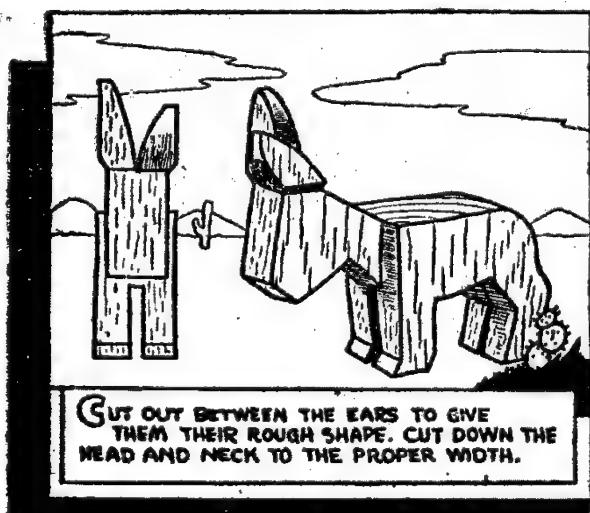
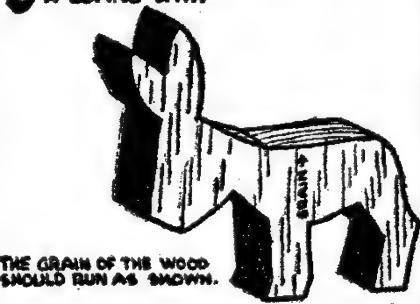


DRAW $\frac{1}{2}$ INCH SQUARES ON A PIECE OF CARDBOARD AND THEN SKETCH IN THE PICTURE OF THE DONKEY - SHOWN AT THE LEFT. WHEN YOU HAVE MADE THIS PICTURE TO YOUR SATISFACTION, CUT IT OUT WITH A PAIR OF SCISSORS. THIS CUTOUT IS YOUR PATTERN.

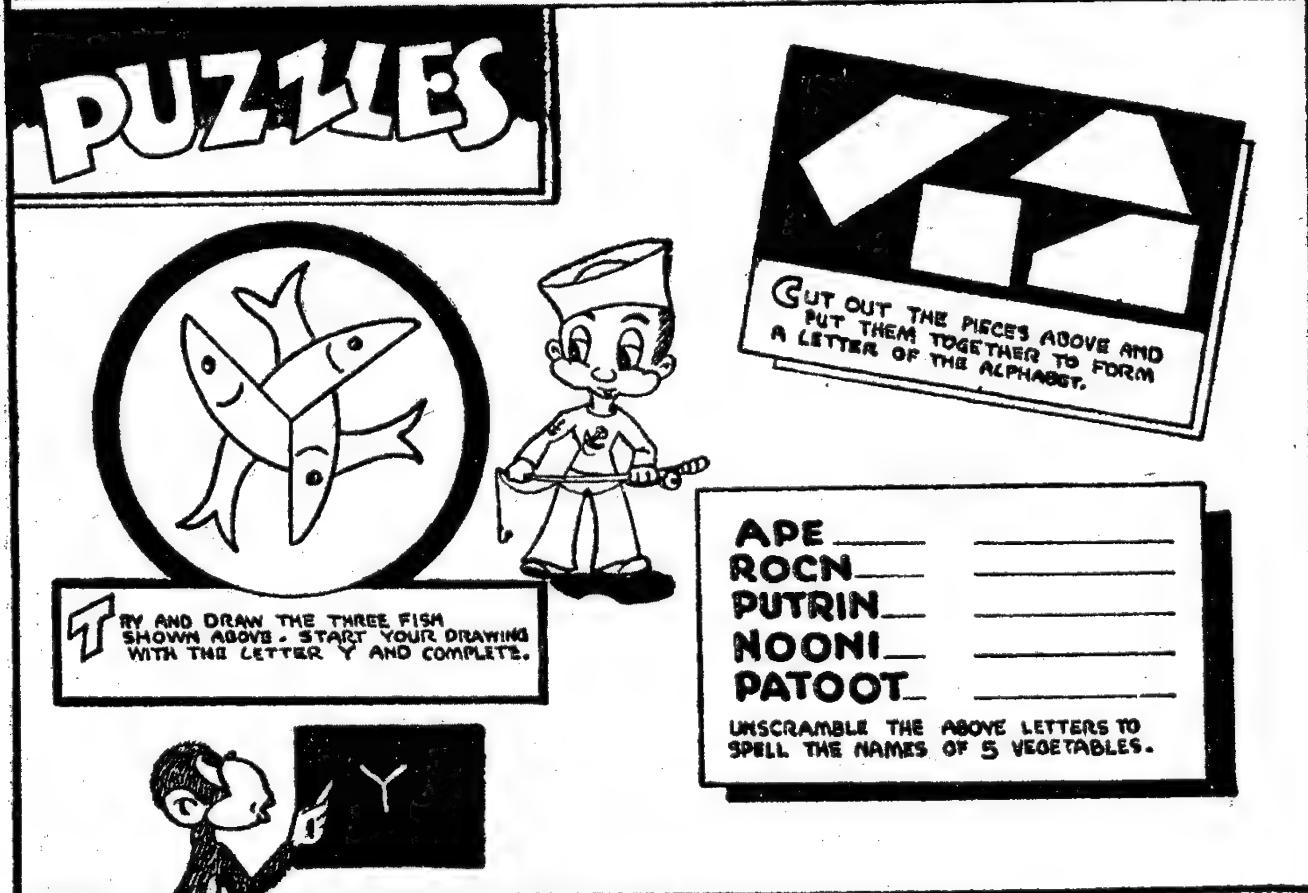
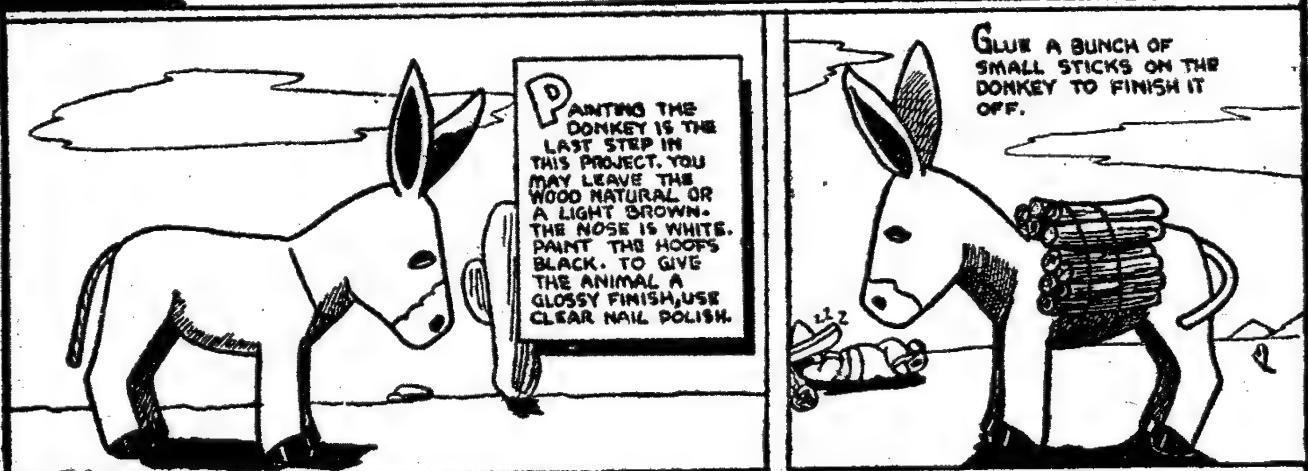
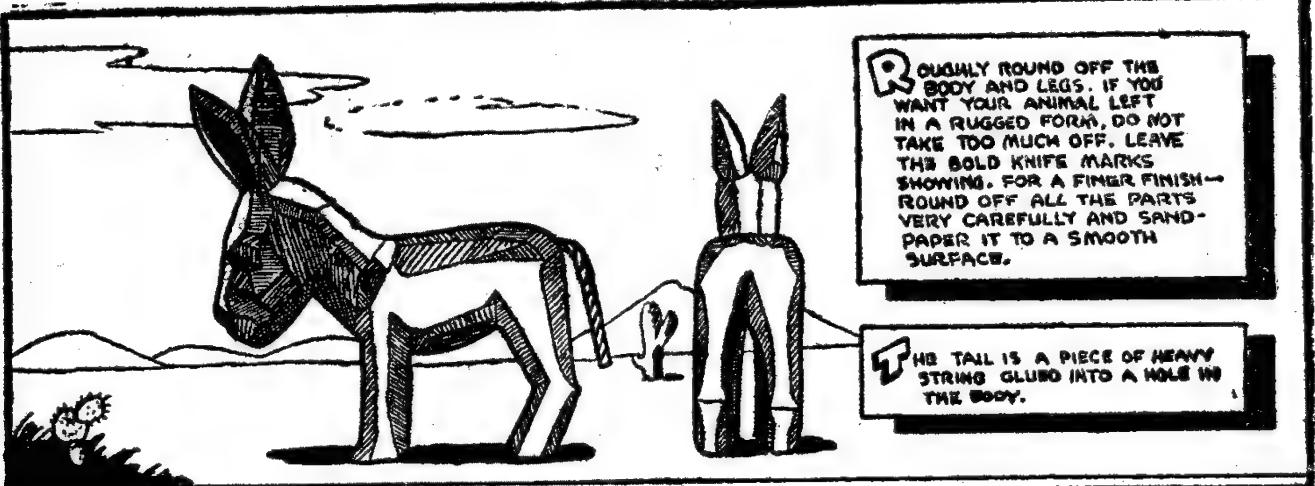
ETAPE THE PATTERN ON A 1 INCH THICK BLOCK OF PINE AND TRACE AROUND IT WITH A SOFT PENCIL.

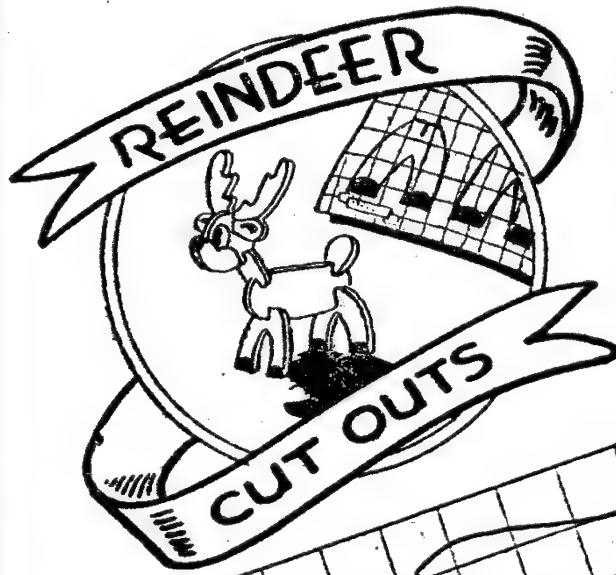


FAW OUT THE ROUGH MODEL WITH A COPING SAW.

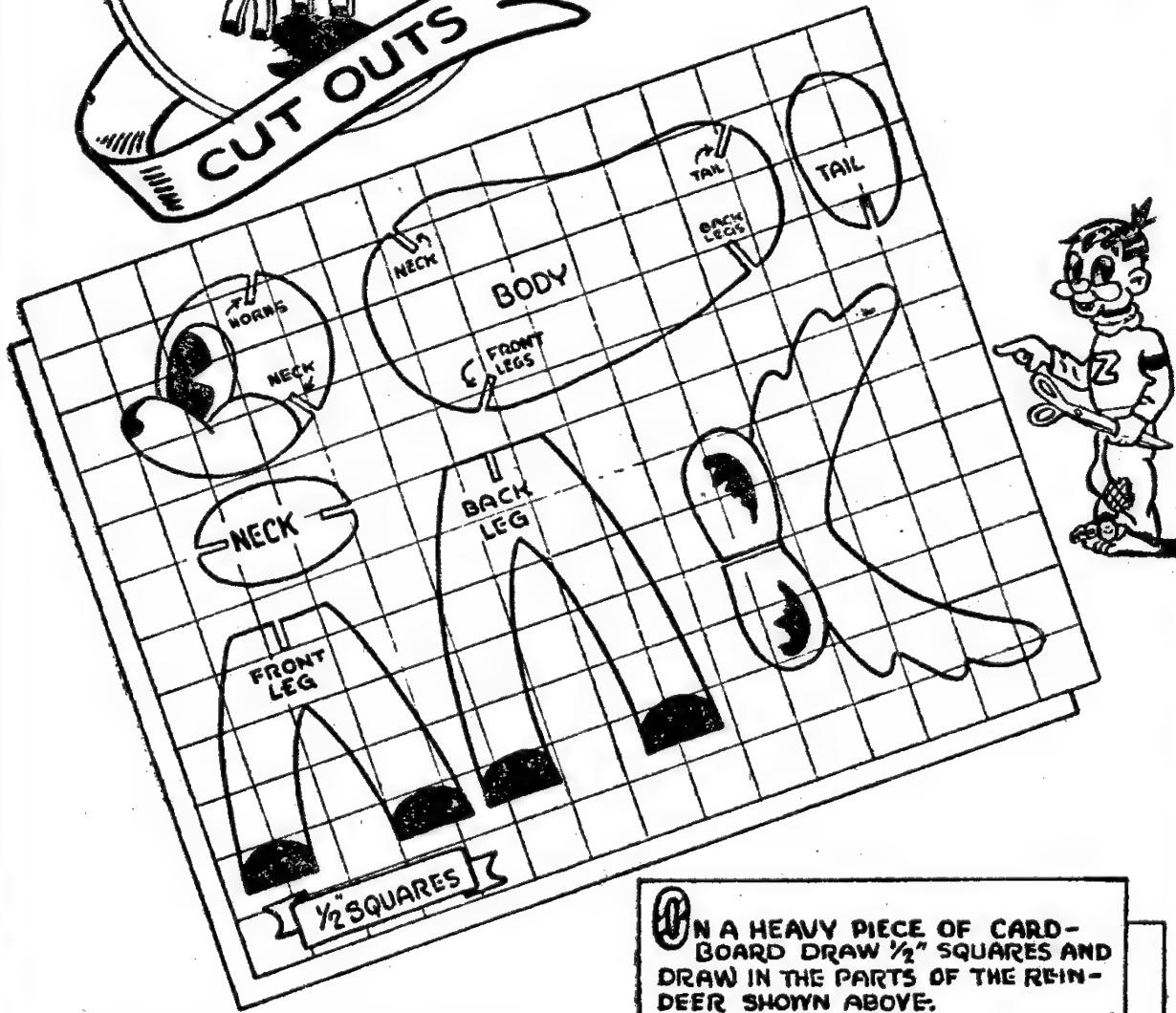


HFINISH OFF THE HEAD, EARS AND NECK. FOLLOW THE DRAWINGS CLOSELY. THE EYES AND NOSTRILS ARE SHALLOW CHECKS IN THE HEAD.





OURS OF FUN CAN BE HAD WITH THIS CUT OUT ANIMAL. ALL THAT IS REQUIRED TO DO THE JOB IS A PIECE OF STIFF CARDBOARD AND A SHARP KNIFE. WATER COLORS OR CRAYONS ARE USED TO COLOR THE ANIMAL.



$\frac{1}{2}$ " SQUARES

THE PARTS SHOULD BE CUT OUT WITH A SHARP KNIFE OR SCISSORS. TRY OUT YOUR SLOTS TO SEE IF THE PARTS FIT SNUGLY. TO PUT THE CUT OUT PARTS TOGETHER FOLLOW THE PLAN ABOVE. THE TAIL IS SET INTO THE BODY WHERE IT IS MARKED TAIL AND SO ON.



ON A HEAVY PIECE OF CARDBOARD DRAW $\frac{1}{2}$ " SQUARES AND DRAW IN THE PARTS OF THE REINDEER SHOWN ABOVE. THE SLOTS YOU USED TO JOIN THE PARTS TOGETHER SHOULD BE JUST WIDE ENOUGH FOR A TIGHT FIT.

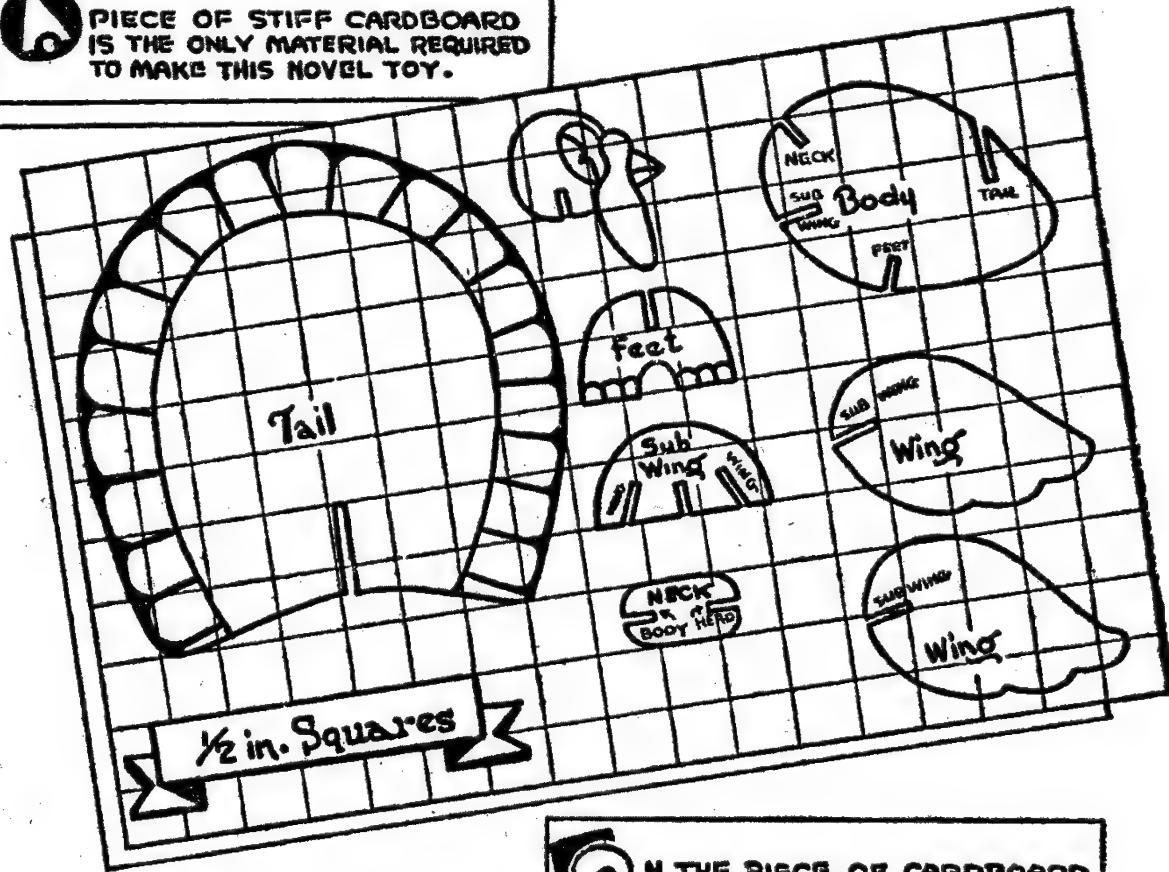


COLOR THE BODY, LEGS AND NECK BROWN. THE HEAD IS BROWN WITH WHITE FOR THE NOSE AND MOUTH. THE HORNS ARE YELLOW AND THE EARS BROWN. THE BLACK PARTS ARE AS SHOWN IN THE DRAWING.

TURKEY CUT OUT



PIECE OF STIFF CARDBOARD
IS THE ONLY MATERIAL REQUIRED
TO MAKE THIS NOVEL TOY.



NITH A SHARP KNIFE OR SCISSORS, CUT OUT THE DIFFERENT PARTS.
NOTE - THE INSERT SLOTS SHOULD BE JUST WIDE-ENOUGH FOR A TIGHT FIT. FOLLOW THE PLAN ON THE BODY TO ASSEMBLE THE TOY. THE NECK IS SET IN WHERE IT IS MARKED NECK AND SO ON.

ON THE PIECE OF CARDBOARD THAT YOU HAVE CHOSEN, DRAW 1/2" SQUARES AND SKETCH IN THE PARTS PICTURED ABOVE.

COLORING

WATER COLORS OR CRAYONS CAN BE USED TO COLOR THE BIRD. ANY BRIGHT COLORS WILL LIVEN THE TOY UP.



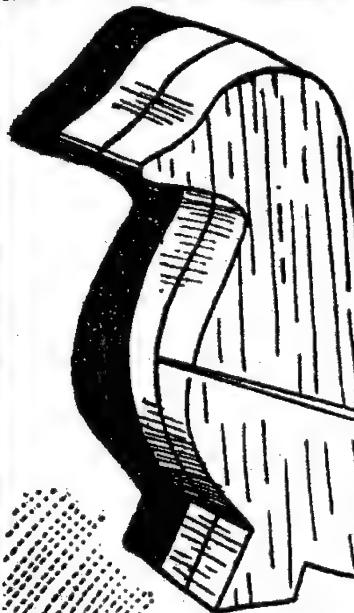
Wattle Penguin Craft



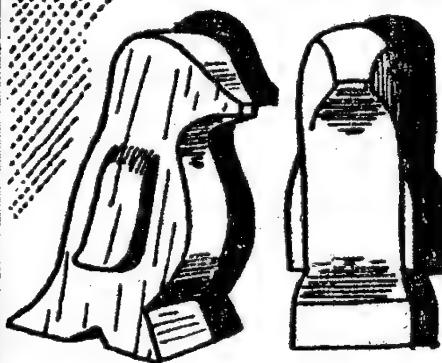
MARK OFF $\frac{1}{2}$ INCH SQUARES ON A PIECE OF CARDBOARD, AND DRAW THE PENGUIN AS SKETCHED AT THE LEFT.



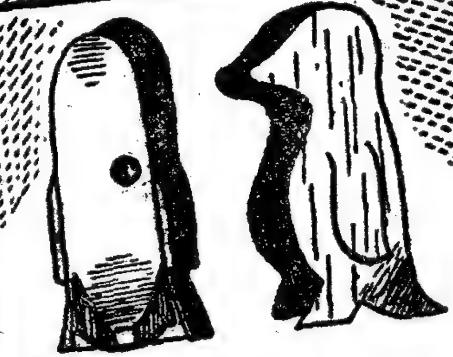
CUT OUT THE DRAWING OF THE PENGUIN AND LAY IT ON A PIECE OF PINE $1\frac{1}{2}$ " THICK BY $2\frac{1}{2}$ " WIDE BY $4\frac{1}{2}$ " HIGH. TRACE AROUND THE DRAWING WITH A SOFT PENCIL. BE SURE THAT YOUR LINE IS HEAVY ENOUGH TO SEE WHEN SAWING OUT YOUR ROUGH MODEL. SAW OUT THE BIRD WITH A COPING SAW.



AFTER YOU HAVE SAWN OUT THE ROUGH SHAPE, DRAW A LINE ALL AROUND THE CENTER OF IT AS SHOWN IN THIS BLOCK.

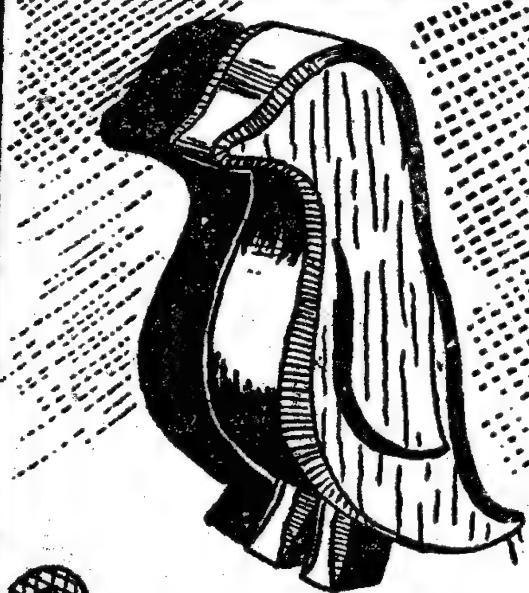


MARK IN THE WINGS WITH A SOFT PENCIL. THE WINGS ARE LEFT STANDING OUT ABOUT $\frac{1}{8}$ ". THIS IS DONE BY CUTTING AWAY THE BODY UNTIL THE WINGS STAND OUT AS SHOWN ABOVE. ROUND OFF THE HEAD AND TRIM THE BEAK ALMOST TO A POINT AS SHOWN ABOVE.



SHAPe OUT THE TAIL. CUT AWAY THE SHADED PARTS SHOWN ABOVE. DO NOT BRING THE TAIL TO A SHARP POINT, BUT LEAVE IT ALMOST $\frac{1}{8}$ INCH SQUARE AT THE TIP.

FIRST SLANT THE OUTSIDE OF THE FEET AS SHOWN. THEN CUT OUT THE "V" SHAPE BETWEEN THEM. WHEN YOU HAVE FINISHED THIS, TAKE A SMALL SLICE OFF THE EDGE OF THE FRONT OF EACH LEG.



ROUGHLY ROUND OFF THE PENGUIN ALL THE WAY AROUND. CUT OFF ALL THE SHARP EDGES FIRST.
WATCH THE GRAIN OF THE WOOD.
"CUT WITH THE GRAIN NOT AGAINST IT."

HEAD IS COMPLETELY ROUNDED OFF AT THIS PART OF THE WHITTLING. THE BEAK IS ALSO COMPLETED. A SHALLOW "V" IS CUT OUT WHERE THE BEAK JOINS THE HEAD. DO NOT MAKE THIS "V" GROOVE TOO DEEP, BUT JUST ENOUGH TO SHOW WHERE THE BEAK BEGINS. THE NOSTRILS ARE TWO SMALL NICKS IN THE BEAK.

EYES ARE JUST 2 CIRCLES MARKED IN THE WOOD. THIS IS DONE EASILY WITH THE METAL RUBBER HOLDER ON A PENCIL.



REMOVE THE ERASER AND PRESS THE METAL INTO THE WOOD

FINISH OFF THE PROJECT NOW. ROUND OFF THE BIRD AS SMOOTHLY AS YOU CAN WITH A KNIFE AND THEN SANDPAPER THE PENGUIN TO A SMOOTH FINISH. MAKE SURE THAT YOU GET ALL THE BUMPS AND HOLLOWES OUT OF THE BIRD.



THE DRAWINGS IN THIS BLOCK GIVE YOU THE COLOR SCHEME TO BE USED. THE BODY IS BLACK AND WHITE AND THE FEET AND BEAK ARE YELLOW. THE BLACK AND WHITE AS SHOWN HERE IS EXACTLY AS THEY SHOULD BE PUT ON YOUR BIRD. THE EYES ARE WHITE WITH BLACK DOTS. PUT A LITTLE BLACK FOR THE NOSTRILS.



WHEN YOU HAVE COMPLETED THE COLORING OF THE BIRD, PUT A COAT OF CLEAR NAIL POLISH ON IT TO GIVE IT A GLOSSY FINISH.



THAT'S ALL.
MAKE A
GOOD JOB
OF IT.

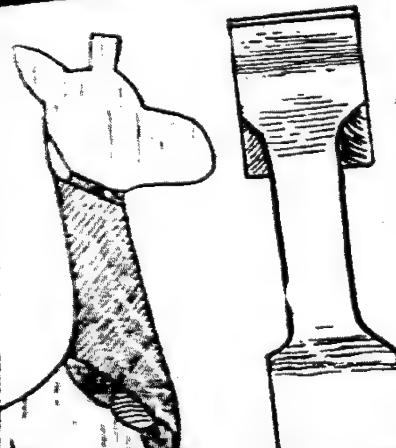
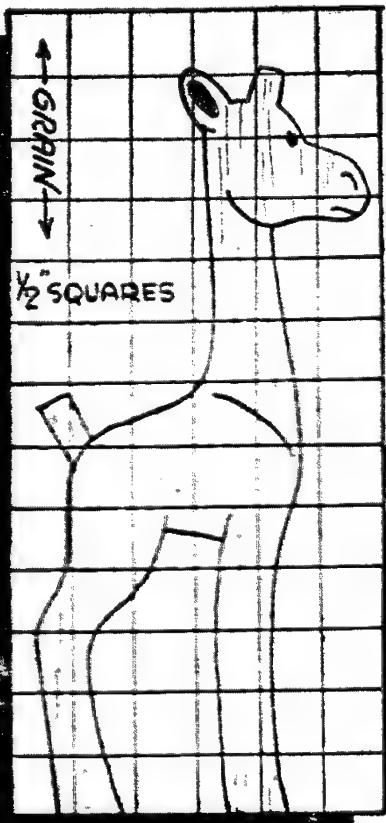
MAKE A WOODEN

GIRAFFE

THIS IS GOING
TO BE A
GIRAFFE.



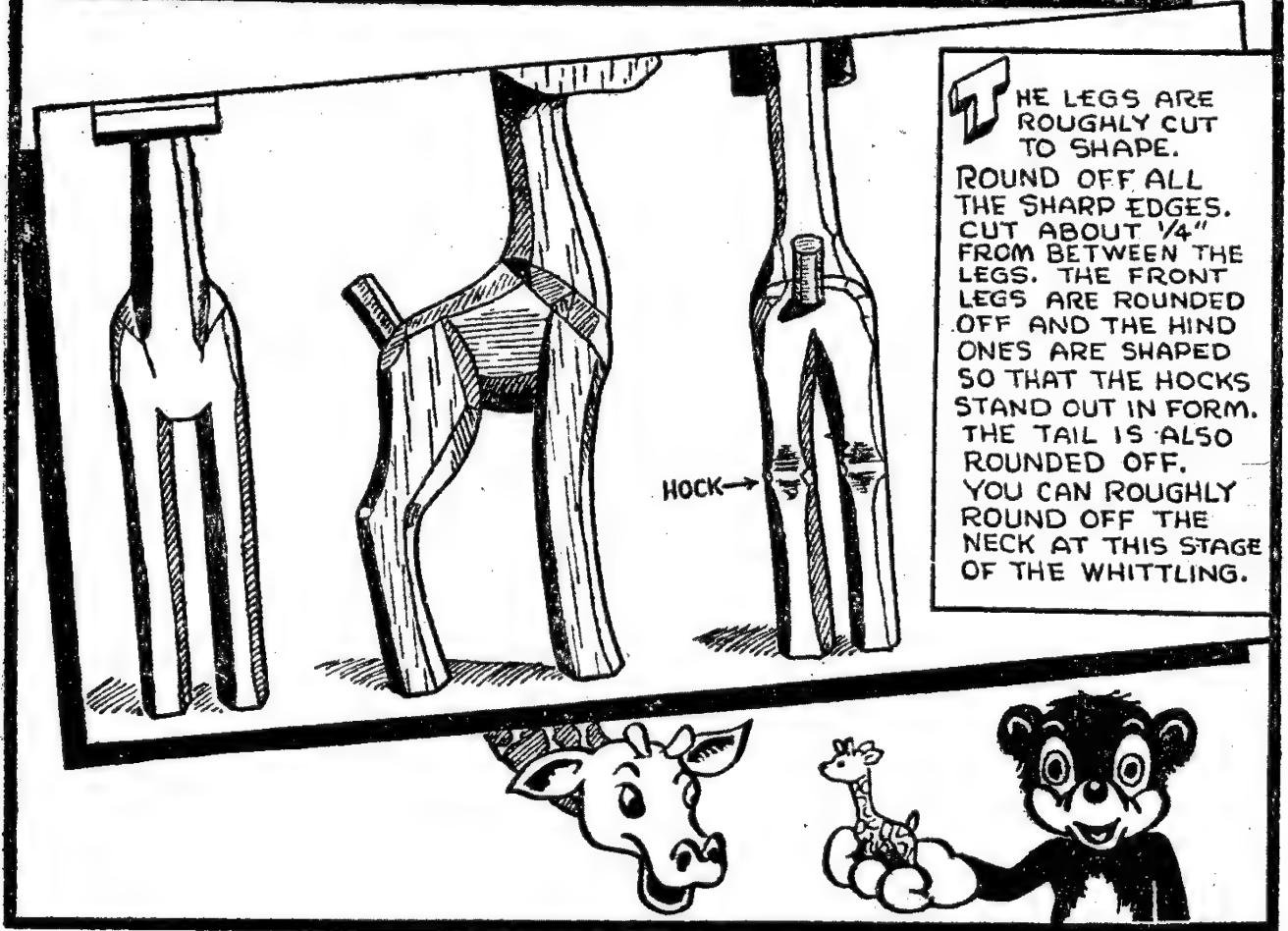
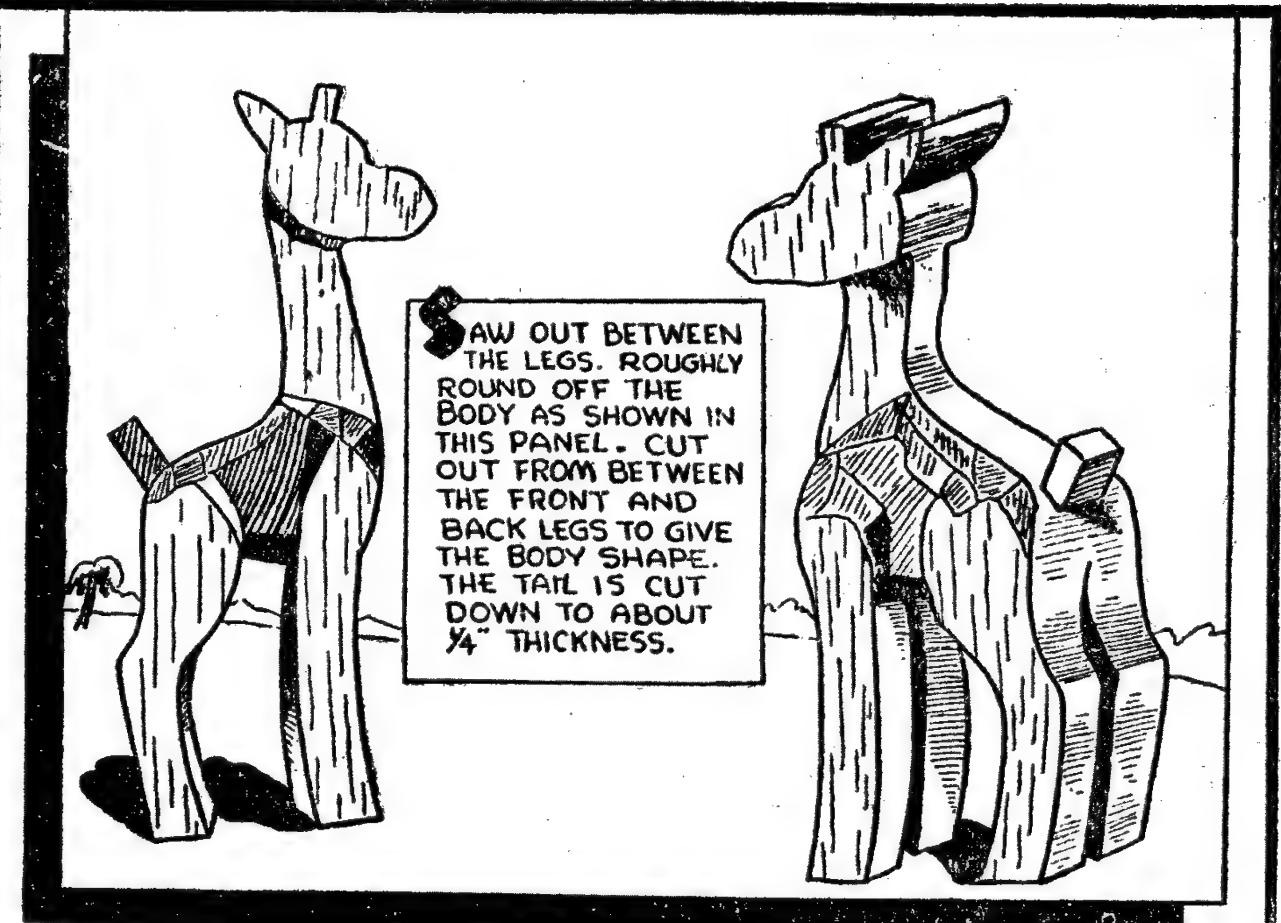
SQUARE OFF A PIECE OF CARD-BOARD INTO $\frac{1}{2}$ IN. SQUARES. SKETCH IN THE PICTURE OF THE GIRAFFE AS SHOWN AT THE RIGHT. CUT OUT THE DRAWING AND LAY IT ON A 1 IN. THICK PIECE OF WOOD. (BE SURE YOU LAY THE DRAWING OUT ON THE LUMBER WITH THE GRAIN RUNNING UP AND DOWN). TRACE AROUND THE PATTERN WITH A SOFT PENCIL. CUT OUT THE ROUGH MODEL WITH A COPING SAW.



CCUT AWAY THE WASTE WOOD TO FORM THE NECK.

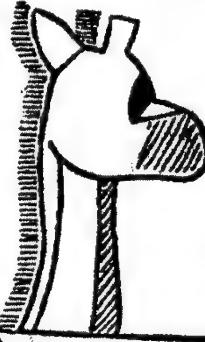
DRAW A CENTER LINE ALL AROUND THE ROUGH MODEL. THIS LINE IS THE ONE YOU WORK YOUR MEASUREMENTS FROM.



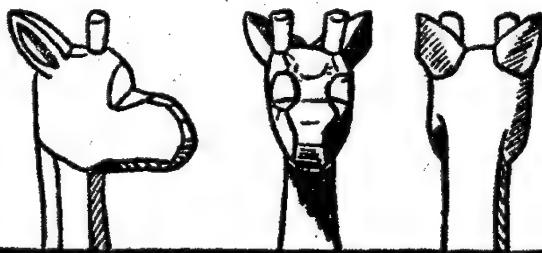




4 HE HEAD IS CUT DOWN TO $\frac{1}{2}$ " WIDE. DO NOT CUT ANY WOOD OFF THE EARS.



5 SHAPE THE HEAD AS SHOWN. CUT OUT A 'V' FROM BETWEEN THE EARS. SEPARATE THE HORNS. CUT THE EYES OUT AND THIN THE NOSE DOWN.



6 SANDPAPER THE GIRAFFE SO THAT ALL PARTS ARE ROUND AND SMOOTH.

7 FINISH THE SHAPING OF THE HEAD. ROUND THE HORMS OFF. COMPLETE THE EARS AS SHOWN ABOVE. ROUND OFF THE NOSE AND FACE. BLEND THE HEAD INTO THE NECK.

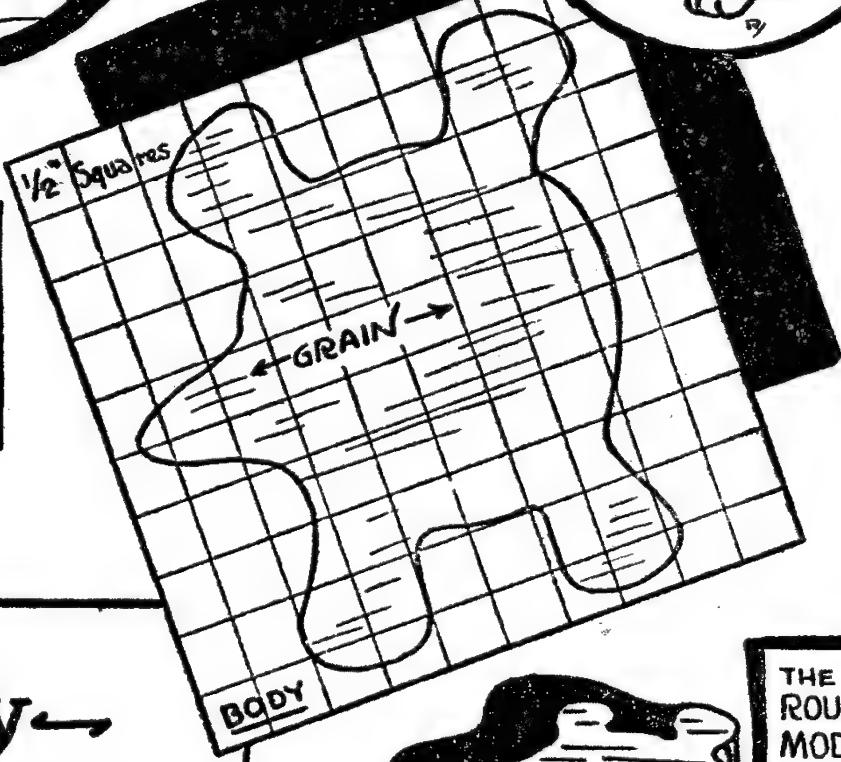
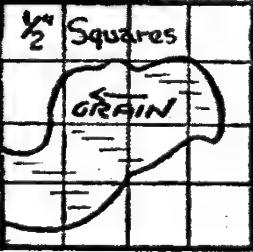
PAINT THE GIRAFFE YELLOW WITH BROWN SPOTS. THE SPOTS ARE VARIOUS SIZES. THE CLOSER TO THE HOOFs THE SMALLER THEY GET. THE HOOFs ARE BLACK. THE NOSTRILS AND EYES ARE BLACK.

THAT'S ALL.



WHITTLE
CRAFT

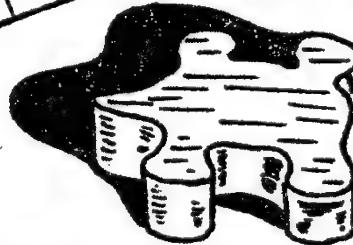
"Myrtle" The TURTLE



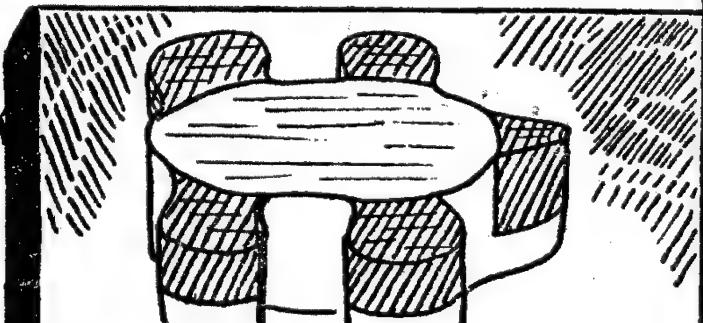
The Body →

LAY OUT - ON A PIECE OF CARD-BOARD FIVE INCHES SQUARE. DRAW $\frac{1}{2}$ INCH SQUARES. NEXT SKETCH THE BODY ON THE CARD. USE THE SQUARES AS GUIDES. CUT OUT YOUR DRAWING AND TRACE IT ON A 2 INCH THICK PIECE OF SOFT WOOD.

NOW SAW OUT THE ROUGH MODEL.



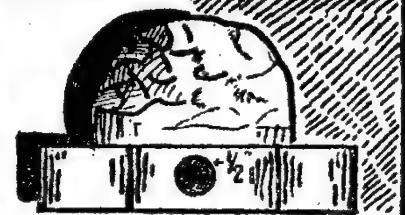
THE ROUGH MODEL



3/4 OF AN INCH FROM THE BOTTOM
DRAW A LINE AROUND EACH LEG & TAIL.
NEXT CUT OUT THE SHADeD PARTS.

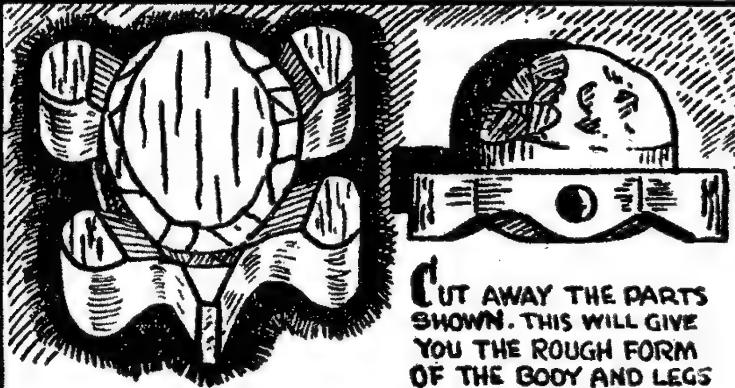
The HEAD —

IS NOT MADE UNTIL THE BODY IS COMPLETED.



DRILL A $\frac{1}{2}$ " HOLE IN THE FRONT END OF THE BODY AS SHOWN. THIS HOLE IS TO INSERT THE NECK. MAKE THE HOLE $\frac{1}{2}$ " DEEP.

NEXT - ROUND OFF THE TOP.

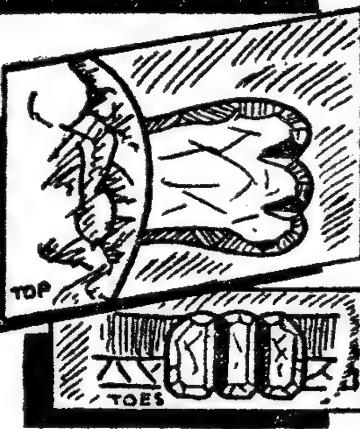


CUT AWAY THE PARTS SHOWN. THIS WILL GIVE YOU THE ROUGH FORM OF THE BODY AND LEGS ON THE BOTTOM.

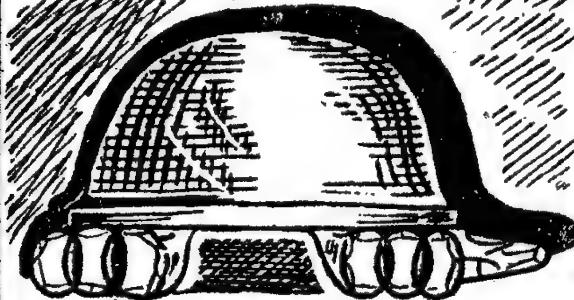
LEGS



ARE COMPLETELY CUT TO SHAPE. BE VERY CAREFUL WHEN YOU WHITTLE THE LEGS. TAKE SMALL SLICES WITH YOUR KNIFE.

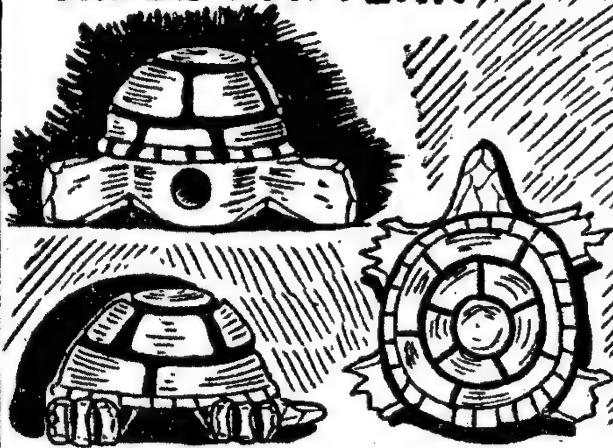


BODY & TAIL



WITH SAW AND KNIFE — REMOVE THE WOOD FROM BETWEEN THE FRONT AND BACK LEGS (AS SHOWN IN THE SKETCH). ROUND OFF THE TOP — LEAVING A SLIGHT RIDGE AT THE BOTTOM. THE TAIL IS NOW SHAPED. IT IS IN THE FORM OF A ROUGH CONE.

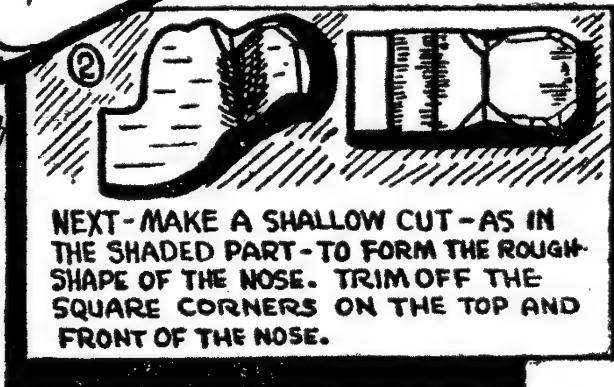
SHELL PATTERN



FIRST MARK OUT — WITH A PENCIL — THE POSITION OF THE SHELL SECTIONS. THEN — WITH YOUR KNIFE — MAKE "V" GROOVES ON THE PENCIL LINES. A DEEP CUT CAN BE MADE FOR THIS PART OF THE TURTLE. THE MARKS AT THE BASE OF THE SHELL ARE SMALL AND CLOSE TOGETHER.

The HEAD

SAW OUT THE ROUGH FORM OF THE HEAD. LEAVE THE NECK LONG ENOUGH TO HOLD IN YOUR HAND WHILE WHITTLING.

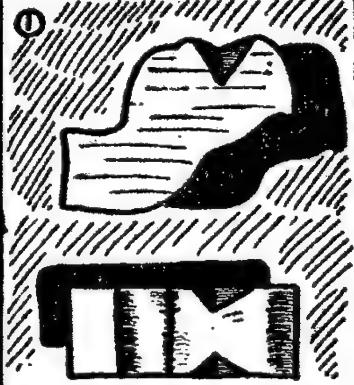


NEXT - MAKE A SHALLOW CUT - AS IN THE SHADED PART - TO FORM THE ROUGH SHAPE OF THE NOSE. TRIM OFF THE SQUARE CORNERS ON THE TOP AND FRONT OF THE NOSE.

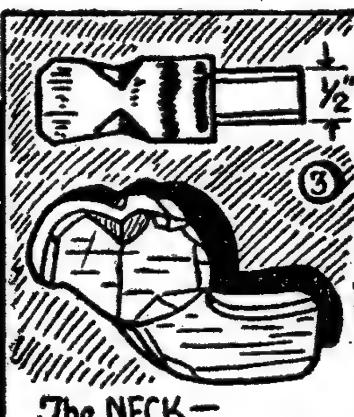
(4)



ROUND OFF THE HEAD AND MAKE THE MOUTH. THE MOUTH IS A 'V' NOTCH ON EACH SIDE. THE NECK IS SAWN OFF TO THE PROPER LENGTH AND THE END ROUNDED OFF TO FIT INTO THE HOLE IN THE BODY.



YOUR FIRST CUT ON THE HEAD IS A DEEP NOTCH ON BOTH SIDES AS ABOVE.



The NECK - IS NOW CUT TO SIZE AND THE CORNERS ROUNDED OFF. THE HEAD IS ROUGHLY ROUNDED OFF ALSO AT THIS POINT.



INSERT THE NECK INTO THE HOLE AT THE FRONT OF THE BODY AFTER GLUE HAS BEEN PUT IN THE HOLE. LEAVE THE GLUE TO SET OVER NIGHT. YOU MAY SMOOTH OFF THE CARVING WITH SANDPAPER.

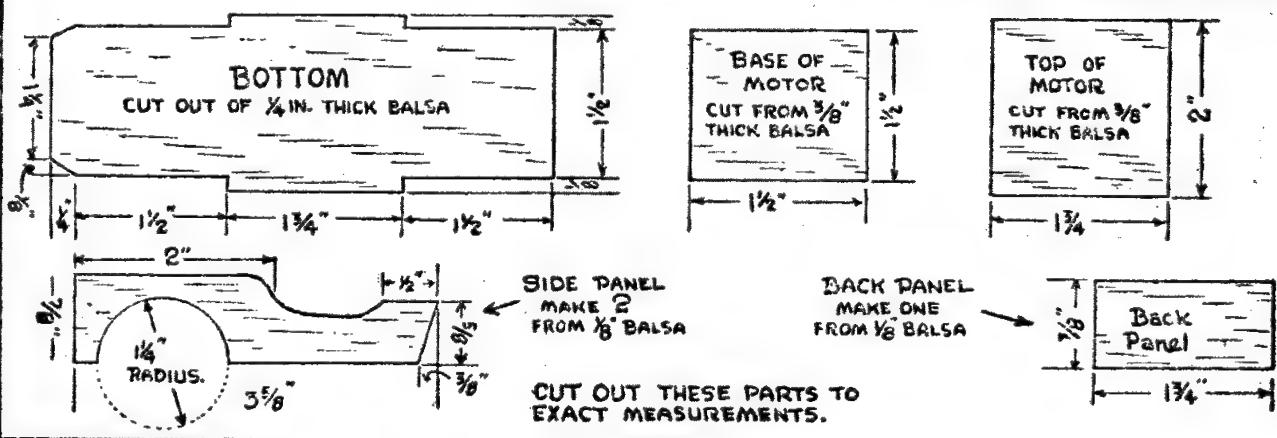
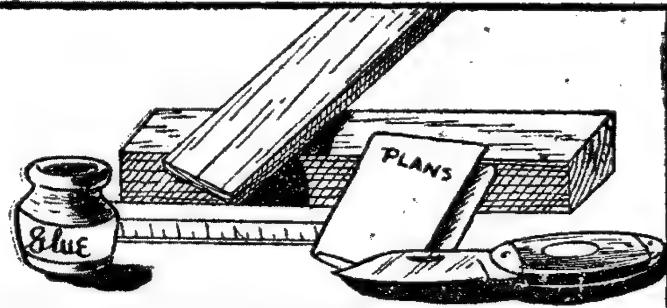
finishing -

The TURTLE IS PAINTED LIGHT BROWN ALL OVER. A FEW SPOTS OF GREEN ARE ADDED TO THE TOP OF THE HEAD. PAINT IN THE EYES WITH WHITE PAINT. ADD BLACK DOTS FOR THE PUPILS.

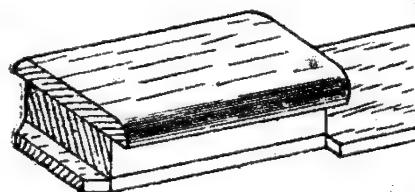
HOUSE PAINT OR WATER COLORS CAN BE USED.



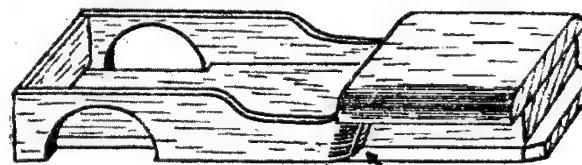
BUILD A Jeep



ASSMABLE THE MOTOR BLOCK AS SHOWN. ROUND OFF THE EDGES AND SANDPAPER THEM TO A SMOOTH FINISH.

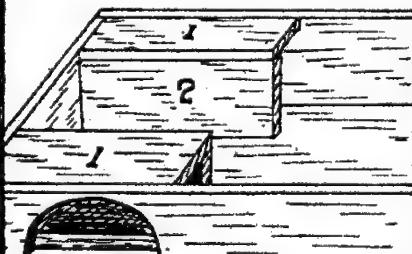


GLUE ON THE SIDES AND BACK PANEL.



ROUND OFF THE SIDES DOWN TO THE GUSSET.
FIT TWO PIECES LIKE THIS INTO THE SPACE THAT YOU HAVE HERE.

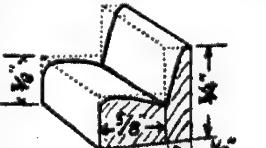
COVER THE REAR WHEEL OPENINGS.



THE FENDERS ARE PUT ON NEXT. THEY ARE MADE FROM $\frac{1}{8}$ " BALSA.

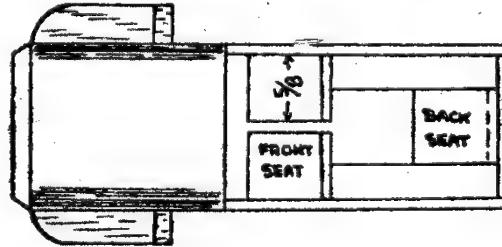


SEATS ARE MADE AND SET IN AS SHOWN. THE BACK SEAT IS MADE TO FIT SNUGLY BETWEEN THE WHEEL COVERS.

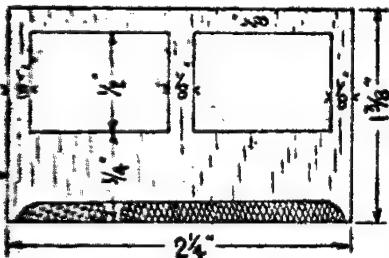


CUT OUT 2 OF EACH FROM $\frac{1}{8}$ " THICK BALSA.

SHAPE THE PIECES AND GLUE TOGETHER.



THE WINDSHIELD

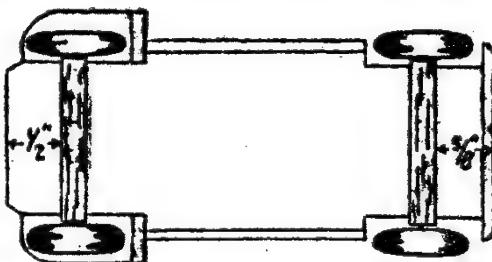


THE SHADED PART IS CUT OUT TO FIT OVER THE ENGINE HOOD.

WHEELS & AXLES

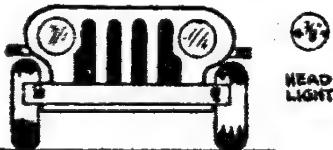


THE WHEELS ARE 1 IN. IN DIAMETER AND CAN BE PURCHASED IN ANY HOBBY SHOP.



MAKE 2 AXLES 1 1/2" SQUARE BY 1 1/2" LONG.

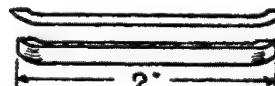
GRILL & HEADLIGHTS



HEAD LIGHT

1 HE GRILL IS SHAPED BY SETTING THE FRONT END OF YOUR JEEP ON A $\frac{1}{8}$ IN. PIECE OF BALSA. DRAW THE SHAPE OF THE FRONT END ONTO THE WOOD AND THEN SHAPE - AS SHOWN - WITH YOUR KNIFE. DIVIDE THE GRILL UP INTO $\frac{1}{8}$ " SPACES AND CUT OUT EVERY SECOND ONE. THE HEADLIGHTS ARE $\frac{3}{8}$ " DISCS CUT FROM $\frac{1}{8}$ " BALSA AND GLUED INTO PLACE.

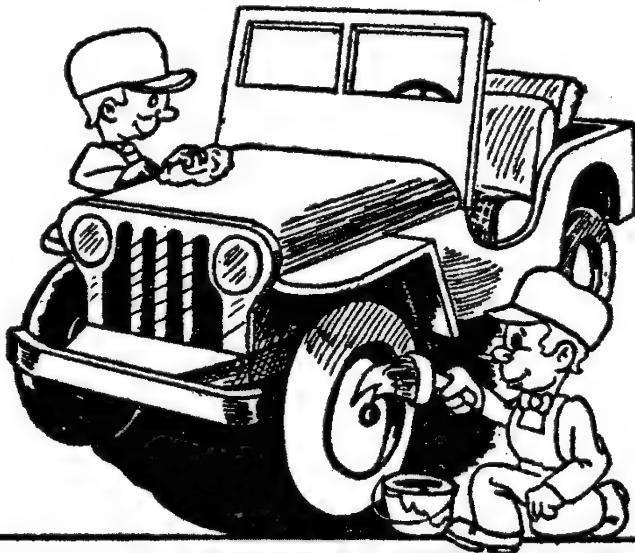
BUMPER



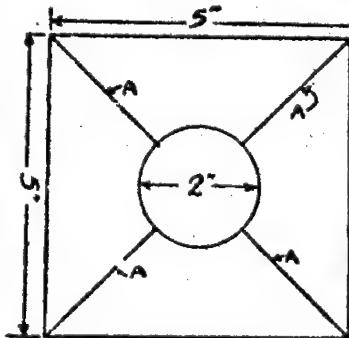
CUT THE BUMPER OUT OF A PIECE OF BALSA $\frac{1}{8}$ " SQUARE AND 2" LONG. SHAPE IT WITH A KNIFE AND SMOOTH WITH SAND PAPER.

THE STEERING WHEEL

IS A $\frac{3}{4}$ " WHEEL CUT OUT OF A $\frac{1}{8}$ " THICK PIECE OF WOOD GLUED TO A $\frac{1}{8}$ " DOWEL $1\frac{1}{8}$ " LONG.



PIN WHEEL



GET A PIECE OF PAPER AND MARK IT OUT AS SHOWN HERE. CUT ALONG THE FOUR LINES MARKED "A"

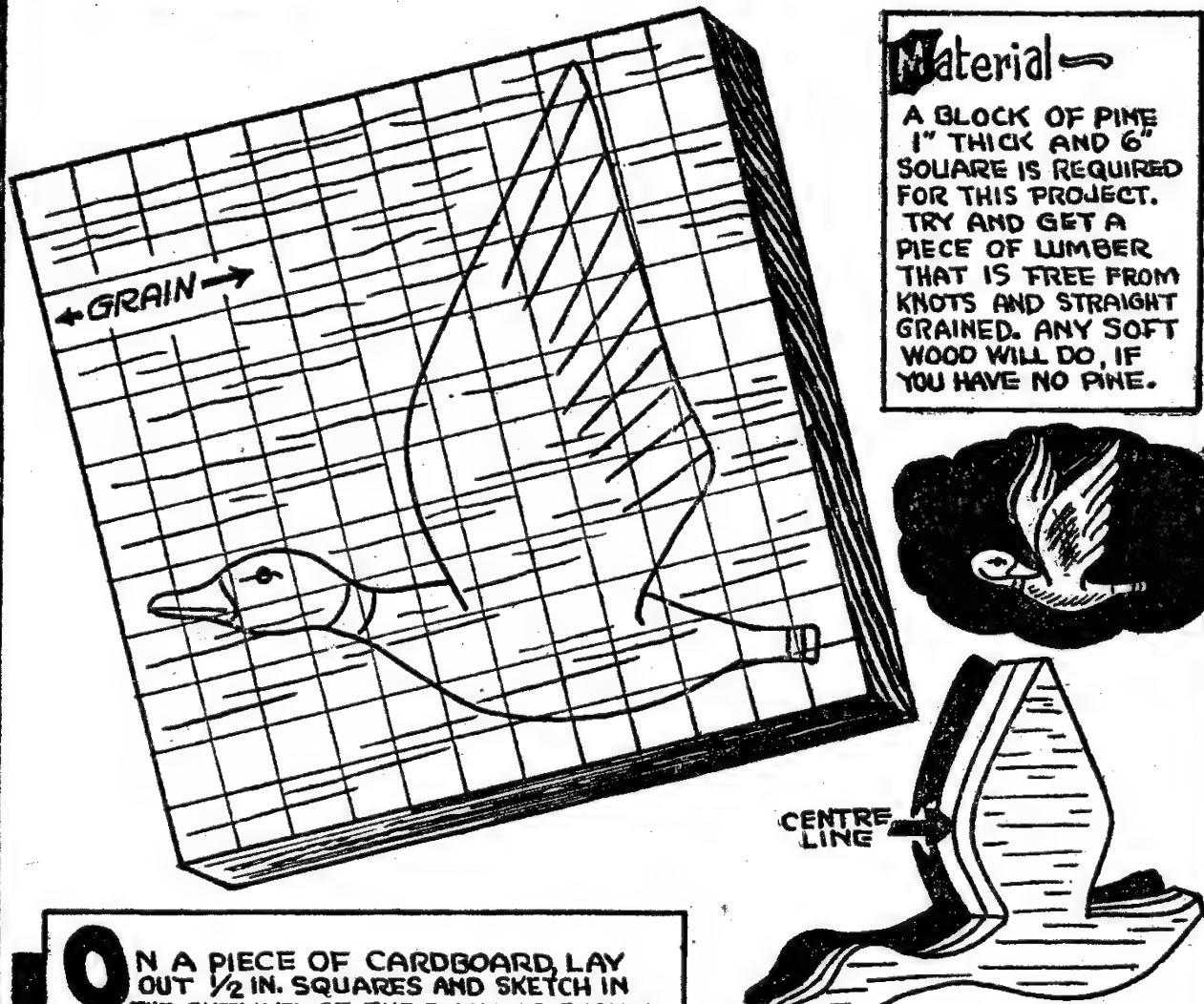


A STICK $\frac{1}{8}" \times \frac{1}{8}" \times 7"$, A PIN AND A SMALL BEAD ARE NEEDED. FOLD THE EDGES OF THE PAPER YOU HAVE CUT OUT SO THAT YOU HAVE FOUR CORNERS IN THE CENTRE. STICK THE PIN THROUGH THESE CORNERS. THEN PUT THE BEAD ON THE PIN AND DRIVE THE PIN INTO THE HANDLE.





FLYING DUCK



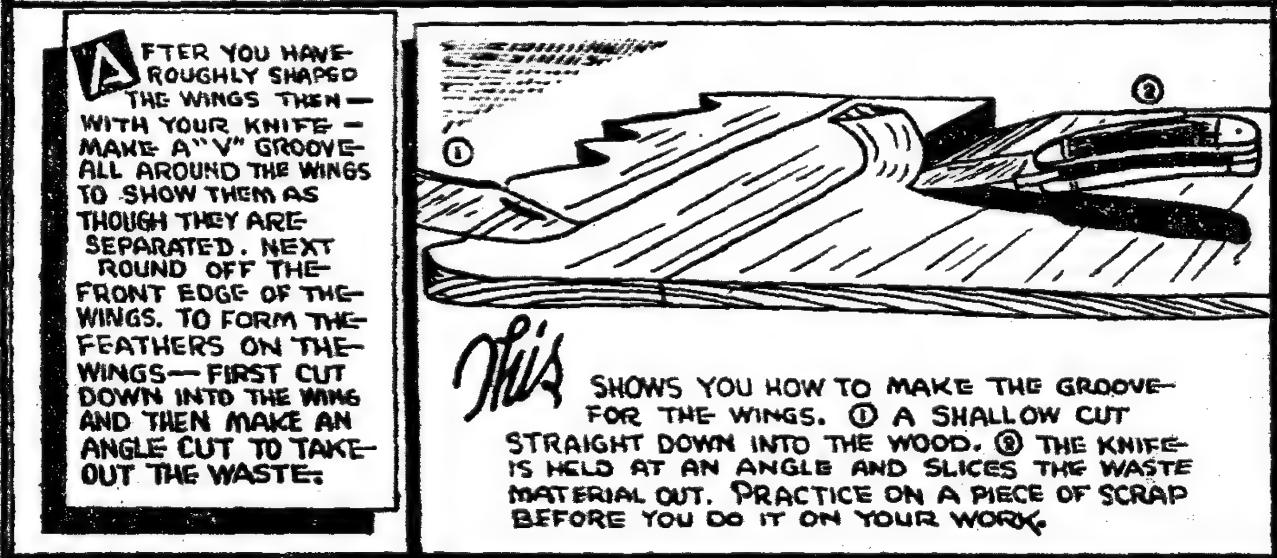
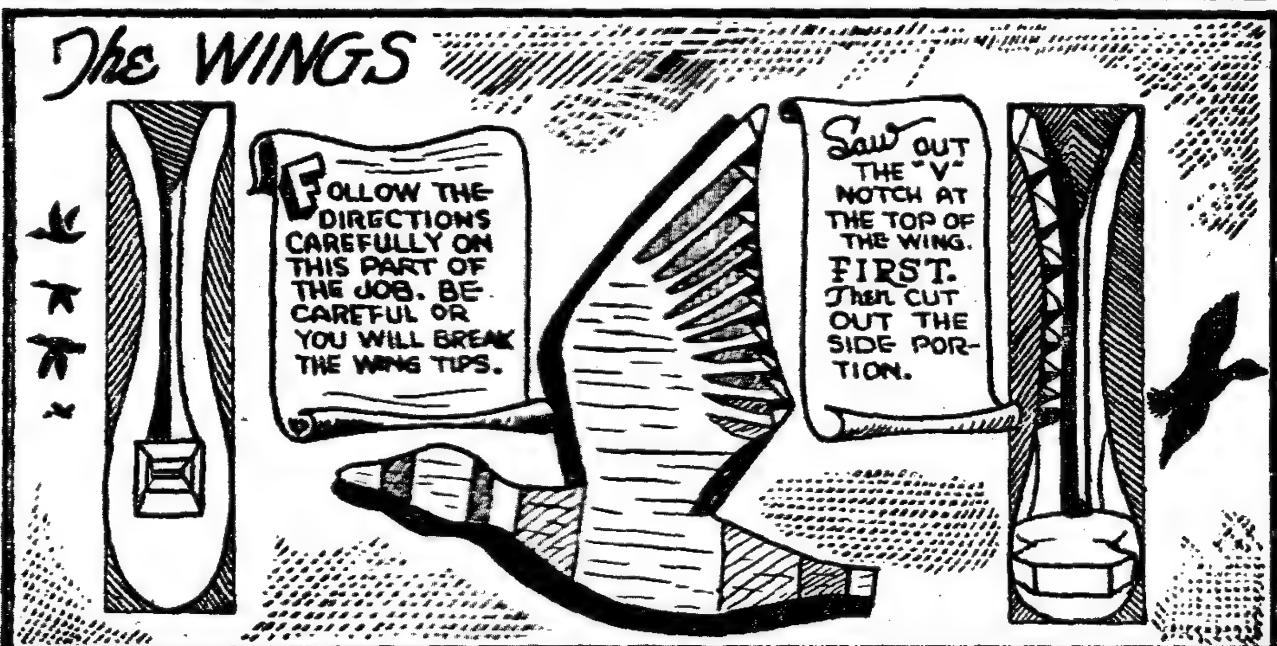
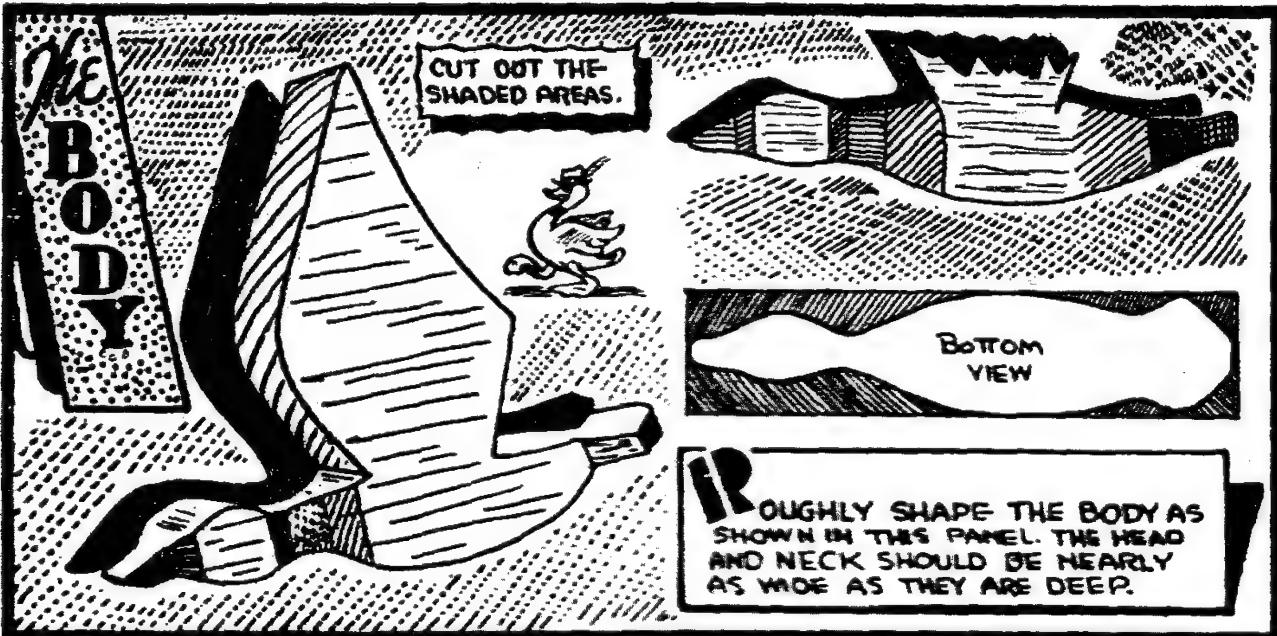
ON A PIECE OF CARDBOARD, LAY OUT $\frac{1}{2}$ IN. SQUARES AND SKETCH IN THE OUTLINE OF THE DUCK AS SHOWN IN THE ABOVE DRAWING. WHEN YOU HAVE DRAWN THE DUCK TO YOUR SATISFACTION, CUT IT OUT WITH A PAIR OF SCISSORS. THIS CUTOUT IS CALLED A TEMPLATE. LAY THE TEMPLATE ON THE PIECE OF 1" LUMBER YOU HAVE CHOSEN AND TRACE AROUND IT WITH A SOFT PENCIL. YOU SHOULD HAVE A CLEAR OUTLINE OF THE DUCK ON THE WOOD. CUT OUT ALONG THE LINE — THE ROUGH MODEL WITH A COPING SAW.

Material —

A BLOCK OF PINE 1" THICK AND 6" SQUARE IS REQUIRED FOR THIS PROJECT. TRY AND GET A PIECE OF LUMBER THAT IS FREE FROM KNOTS AND STRAIGHT GRAINED. ANY SOFT WOOD WILL DO, IF YOU HAVE NO PINE.



This IS HOW YOUR ROUGH MODEL SHOULD LOOK, AFTER SAWING OUT. WITH A SOFT PENCIL, DRAW A CENTER LINE ALL AROUND YOUR DUCK AS SHOWN ABOVE.



Finishing The DUCK

The final work is
done at this time.



Round off the body and head. Sandpaper them smooth and do not leave any knife marks. The tail is finished off as shown in the drawings at the top right hand corner. The feather separation is shown only on the top. These separations are made the same as on the wings.

Mounting

The bird on the left is glued on a half-ball shaped piece of wood about 3½" in diameter. Color the base the same as the bird.



Painting

The bird is not painted in its natural color - but is painted in a solid color. Any light color will do. If possible, choose a shade that will blend with the color scheme of your room.

OR

Cut out a 6" circle from ¼" lumber and glue the bird on. Before gluing - drill a ¼" hole in the circular piece for hanging on the wall.

Paint the circle a contrasting color, or leave it natural.

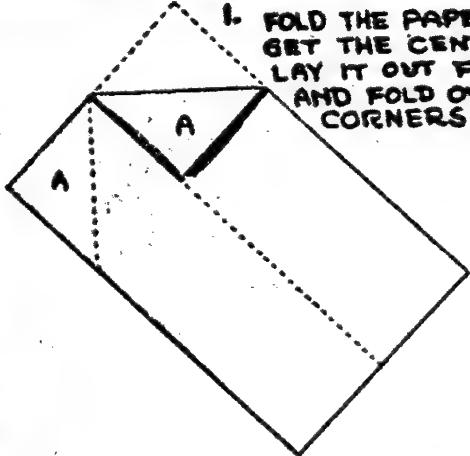


PAPER AIRPLANES

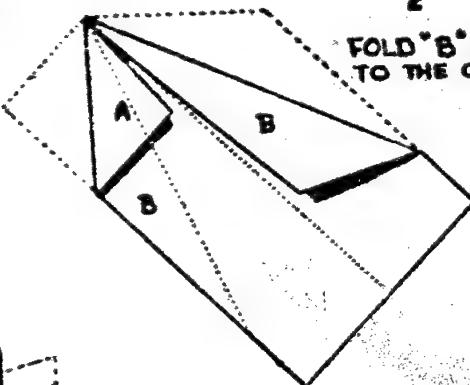
GLIDER

THESE PAPER GLIDERS ARE MADE FROM ANY TYPE OF PAPER.

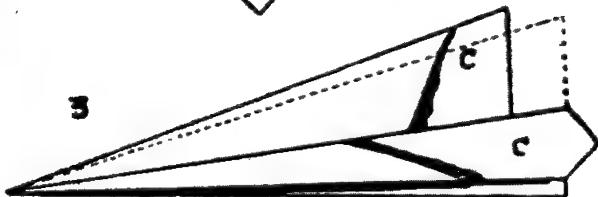
1 FOLD THE PAPER TO GET THE CENTER LAY IT OUT FLAT, AND FOLD OVER CORNERS "A".



2 FOLD "B" OVER TO THE CENTER.



3



FOLD "C" OVER SO THAT IT IS EVEN WITH THE BOTTOM.

4

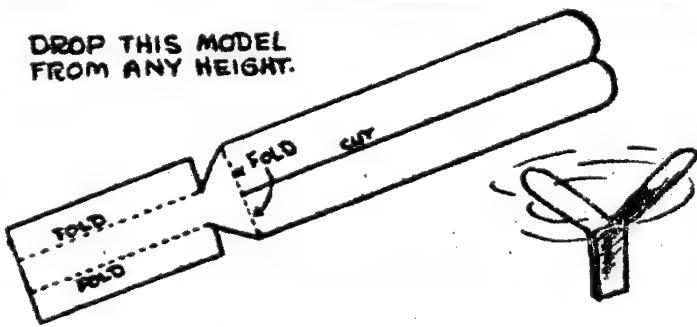


THE GLIDER IS NOW READY TO FLY. LAUNCH IT WITH A GENTLE TOSS FROM YOUR HAND. YOU MAY HAVE TO MAKE 2 OR 3 PLANES BEFORE YOU GET A PERFECT PERFORMANCE. TRY DIFFERENT TYPES AND SIZES OF PAPER.

HELICOPTER

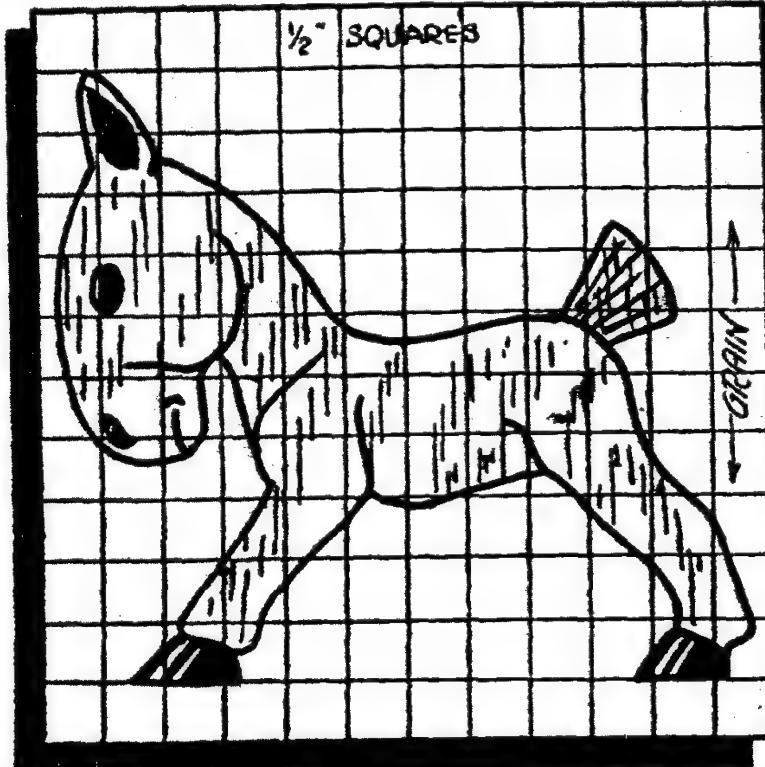
USE A NARROW STRIP OF STIFF PAPER FOR THIS MODEL. DRAW THE DESIGN AS ILLUSTRATED AND CUT IT OUT. FOLD ALONG THE DOTTED LINES. GLUE THE FOLDS OF THE BODY TOGETHER. THE BLADES FOLD IN OPPOSITE DIRECTIONS.

DROP THIS MODEL FROM ANY HEIGHT.



WHITTLE CRAFT

WOODEN



LAY OUT

ON A HEAVY CARD DRAW HALF INCH SQUARES. THEN DRAW THE SIDE VIEW OF THE HORSE - USING THE SQUARES AS GUIDES. CUT OUT THIS DRAWING AND PLACE IT ON A BLOCK OF PINE 2" THICK. TRACE AROUND THE PATTERN WITH A SOFT PENCIL.

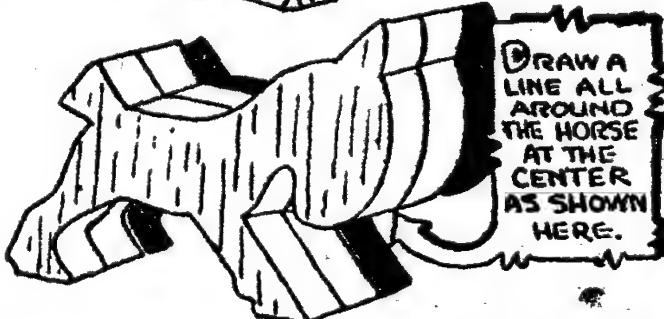
EXT-SAW OUT THE ROUGH MODEL WITH A COPING SAW.

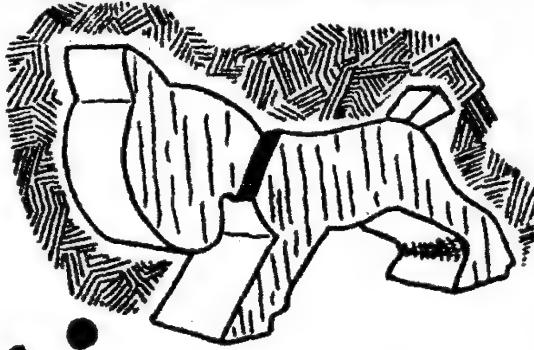
B E SURE TO HAVE THE GRAIN OF THE WOOD GOING UP AND DOWN AS SHOWN IN THE MASTER PICTURE ON THIS PAGE.

THE MODEL AFTER IT HAS BEEN SAWN OUT SHOULD LOOK LIKE THIS.

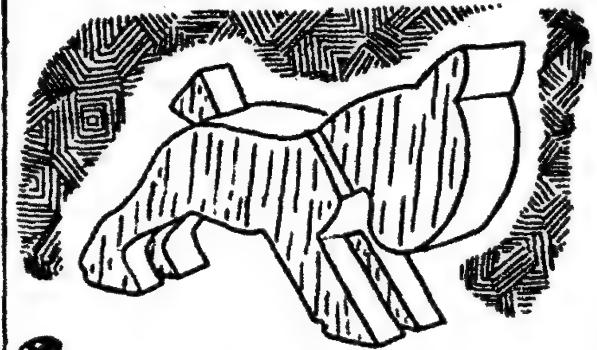


DRAW A LINE ALL AROUND THE HORSE AT THE CENTER AS SHOWN HERE.

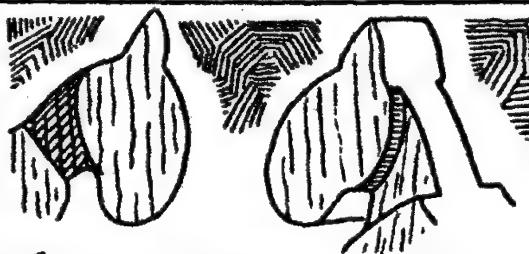




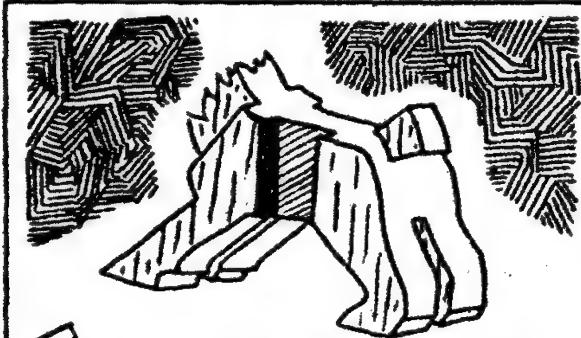
WORK 5/8" OVER FROM THE CENTER LINE - ON BOTH SIDES OF THE HEAD - AND DRAW A LINE RIGHT AROUND THE HEAD AND NECK. SAW THE WASTE PARTS OFF ON BOTH SIDES OF THE HEAD AND NECK. (SEE ABOVE SKETCH). THE TAIL IS ALSO CUT OUT. LEAVE THE TAIL HALF AN INCH WIDE.



CUT OUT A STRIP $\frac{1}{4}$ " WIDE FROM THE CENTER OF THE FRONT AND BACK LEGS. THIS CUTOUT GOES UP TO THE BASE OF THE BELLY ONLY.



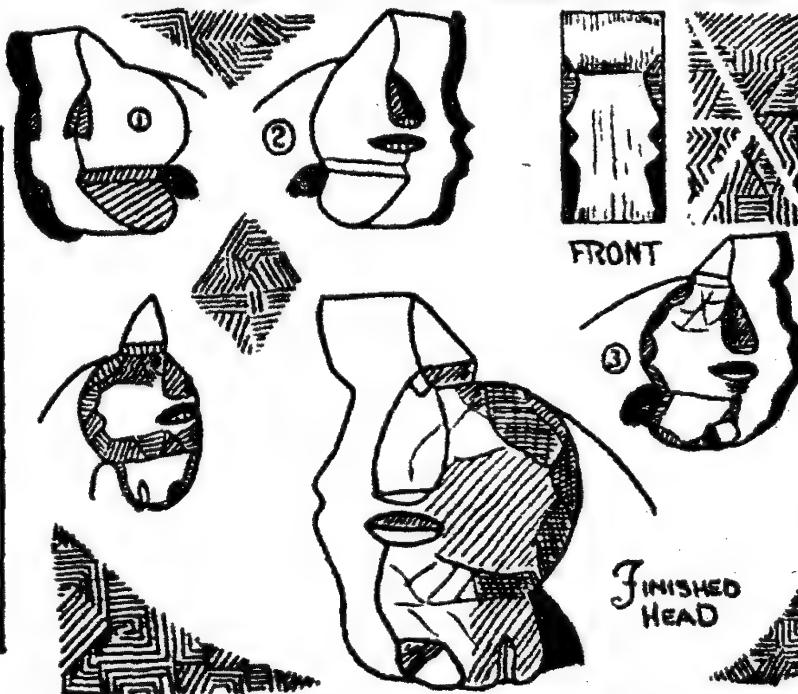
3HE NECK IS NOW CUT DOWN TO ABOUT $\frac{3}{4}$ " THICKNESS. THIS IS DONE WITH YOUR KNIFE.



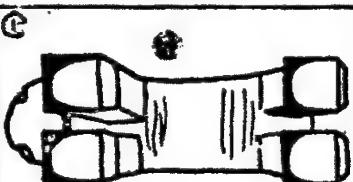
4HE BODY IS CUT IN ON THE SIDES TO THE SAME WIDTH AS THE BELLY IS DEEP. IN OTHER WORDS THE BELLY IS NEARLY SQUARE.

THE HEAD

FOllow the pictures in this panel to shape the head of the horse. The ears are not finished until the rest of the horse is all complete. Cut out the shaded areas with your jackknife. Round off the head all the way around. The eyes and nostrils are \heartsuit cuts. The mouth also is a \heartsuit cut.



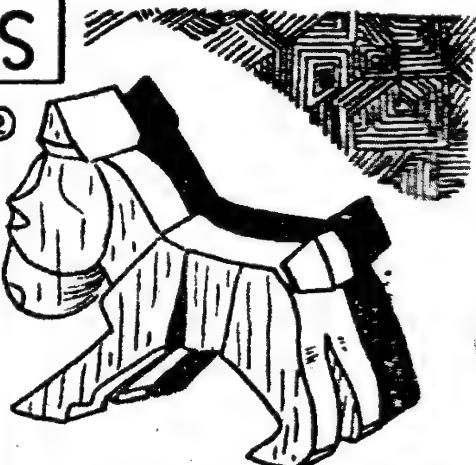
The BODY & LEGS



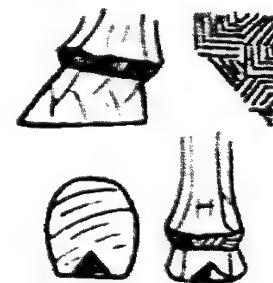
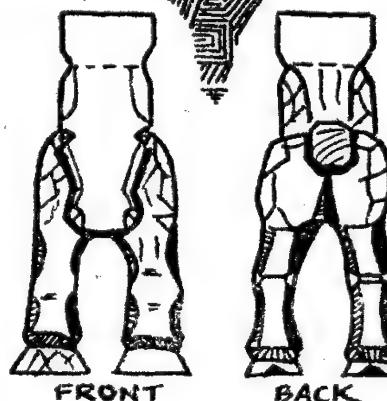
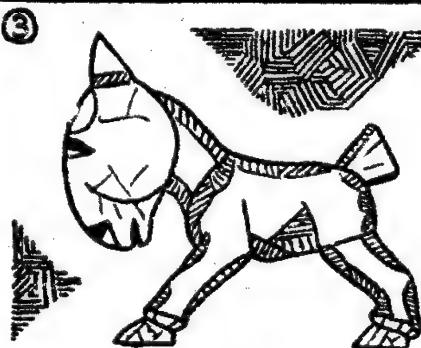
(THIS VIEW IS LOOKING AT THE ROUGH MODEL FROM THE BOTTOM OF THE HOOFs).

DRAW IN THE SHAPE OF THE HOOFs ON THE BOTTOM AS SHOWN. KEEP YOUR PENCIL MARK CLOSE TO THE SIDES AS BIG FEET ARE A FEATURE OF THIS CARVING.

**BE SURE
YOUR KNIFE
IS SHARP.**

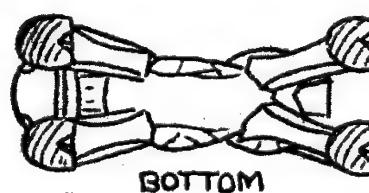
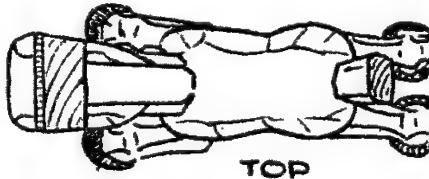


SHAPE THE BODY AND LEGS ROUGHLY AS IN THIS PANEL. TRY AND KEEP THE TWO FRONT LEGS THE SAME SIZE, AND ALSO THE SAME WITH THE BACK LEGS.



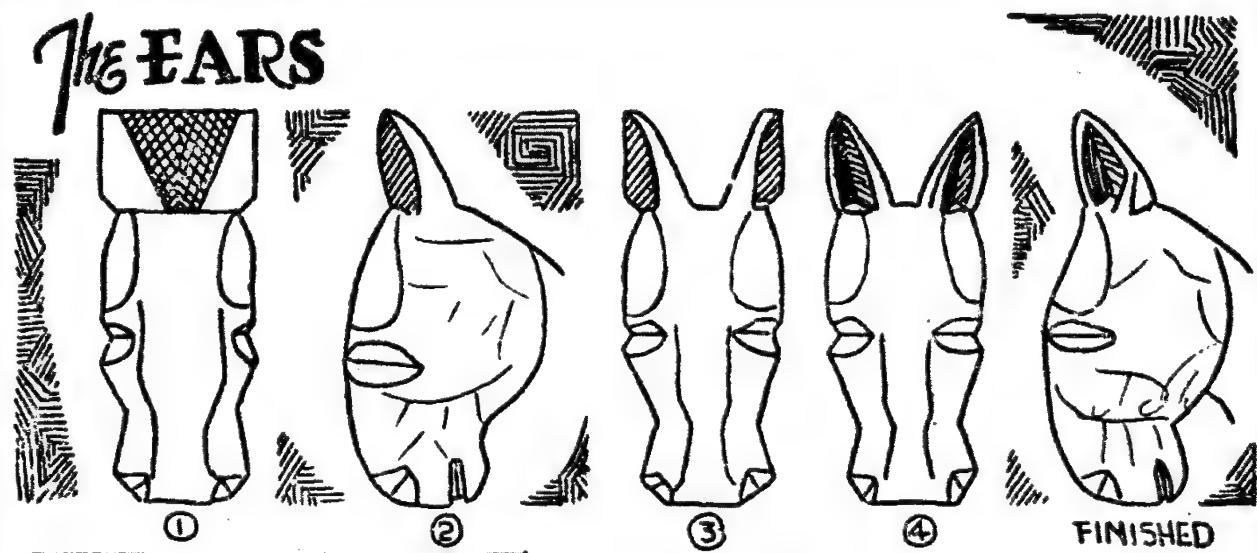
THE HOOFs ARE SHAPED AS ABOVE. 'V' NOTCH ON THE BOTTOM OF EACH HOOF AS SHOWN.

ROUND OFF THE BODY & LEGS AS SHOWN IN THIS PANEL. SHAPE THE SHOULDERS GENTLY DOWN TO THE NECK AND ROUND OFF THE NECK AT THIS PART OF THE CARVING. YOU WILL NOTE A SLIGHT CUT IN ON THE BACK LEGS OF THE HORSE. THIS IS A SLIGHT CURVE INWARD TO GIVE ACTION TO YOUR MODEL. NOTICE HOW THE KNEES AND HOCKS STAND OUT BY LEAVING A SMALL PART OF THE LEGS UNCUT. THE HOOFs ARE GIVEN IN FULL DETAIL IN THE DRAWINGS AT THE TOP RIGHT HAND CORNER.



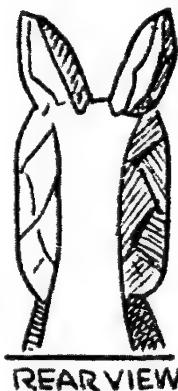
THESE TWO VIEWS OF THE TOP AND BOTTOM OF THE HORSE WILL GIVE YOU THE GENERAL IDEA OF HOW YOUR MODEL SHOULD LOOK AFTER YOU HAVE ROUNDED OFF THE BODY.

THE EARS



FOLLOW THE NUMBERED DRAWINGS ABOVE TO CARVE THE EARS.

- ① SAW OUT THE SHADED PART.
- ② SHOWS - IN SHADED PART -
- ③ THE PIECE TO BE CUT OUT WITH YOUR KNIFE.
- ④ 'V' NOTCH EACH EAR AS ILLUSTRATED.
- ⑤ TRIM OFF THE OUTSIDE OF THE EARS AS SHOWN.



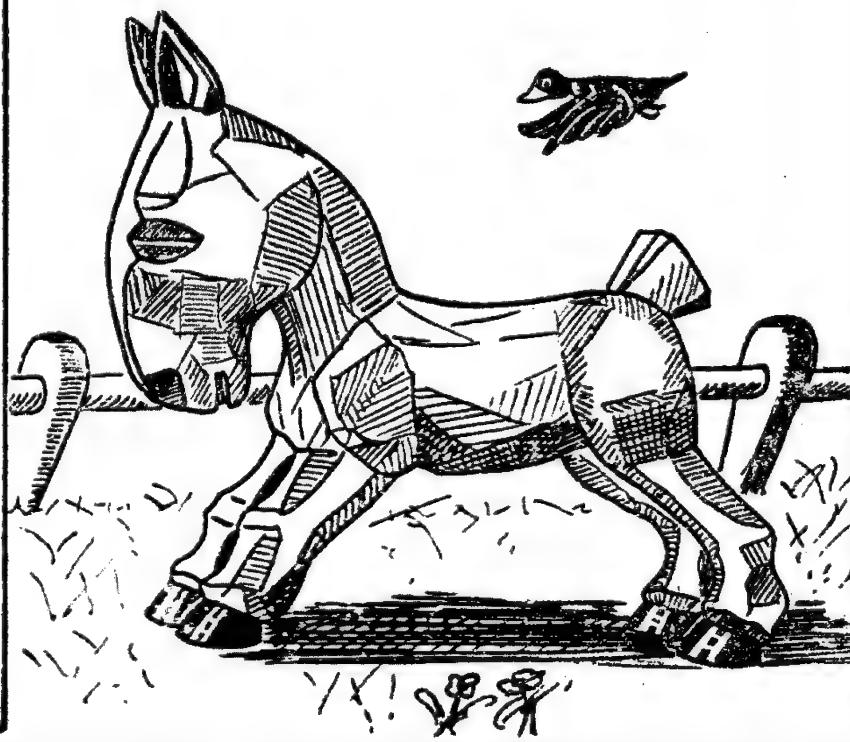
REAR VIEW

Finishing

CLEAN UP ANY RAGGED EDGES THAT MAY HAVE BEEN LEFT AFTER YOU HAVE COMPLETED YOUR WHITTLING. YOU MAY LEAVE YOUR PROJECT IN THE RUGGED DESIGN OR YOU CAN SANDPAPER THE ROUGH EDGES SMOOTH.

Painting

THE MODEL CAN BE PAINTED A SOLID COLOR — ALL BLACK — OR BLACK AND WHITE. A TWO COLOUR JOB LOOKS GOOD. IF YOU ADD A STAR ON THE FOREHEAD AND BLACK UP TWO OR THREE OF THE LEGS IT WILL PUT A SMART FINISH TO YOUR WORK. PAINT THE HOOFs AND INSIDE OF THE EARS BLACK. NO EYES ARE PAINTED IN.

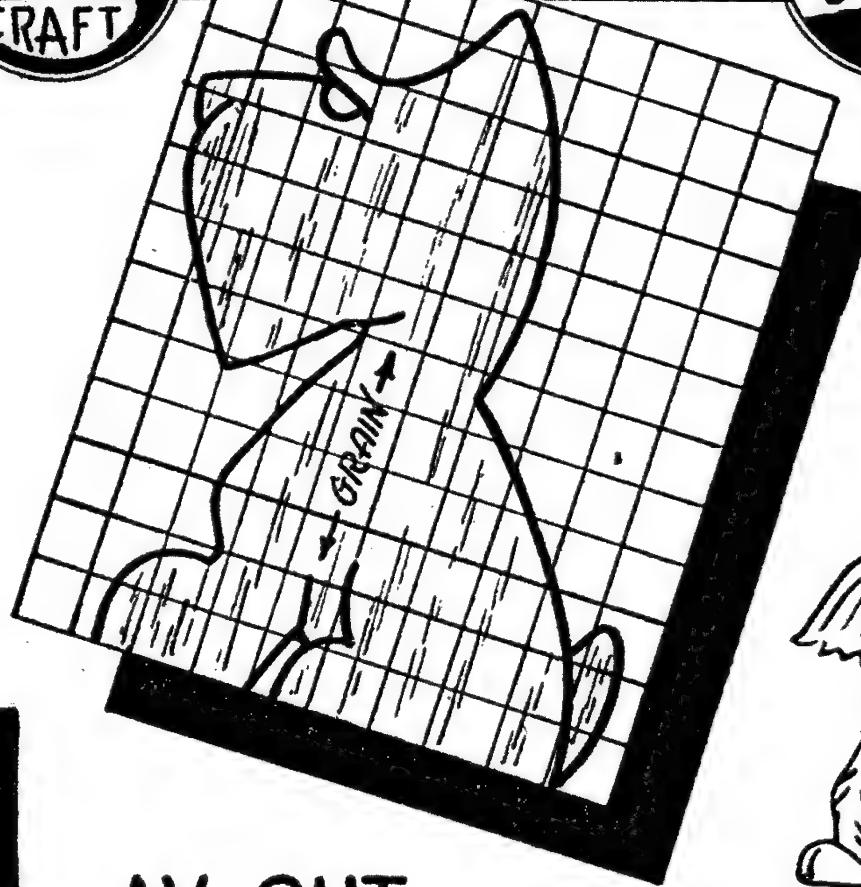




WHITTLE
CRAFT



"Scotty"



LAY OUT →



ON A PIECE OF CARD BOARD—
DRAW $\frac{1}{4}$ inch SQUARES. NEXT
DRAW THE SIDE VIEW OF THE
DOG—AS SHOWN ABOVE. CUT OUT
THE PATTERN. SAVE THIS PATTERN
AS YOU MAY WANT IT AGAIN.
Lay the cutout on a piece of
PINE $\frac{1}{2}$ inch THICK. DRAW AROUND
THE PATTERN. NOW YOU ARE
READY TO SAW OUT THE ROUGH
MODEL—which will look like the
SKETCH AT THE LEFT.

①

MARK IN
THE CENTER
LINE ALL
AROUND AS
SHOWN.

②

MARK IN
THE SHADED
PARTS AS
SHOWN. SAW
AND CUT OUT
THESE PARTS.

FRONT

BACK

③

THE MODEL
SHOULD LOOK
LIKE THIS.

④ NEXT—

TO SHAPE OUT THE HEAD—
FOLLOW THE NUMBERED DRAWINGS
MARK AND CUT OUT THE DARK
PARTS SHOWN IN THE DRAWINGS.
'V' OUT THE MOUTH.

1.

2.

3.

4.

⑤

The EARS
ARE NEXT
CUT TO
SHAPE.
FOLLOW THE
DRAWINGS
IN THIS PANEL.
TAKE SMALL
CUTS WITH
YOUR KNIFE.

SIDE

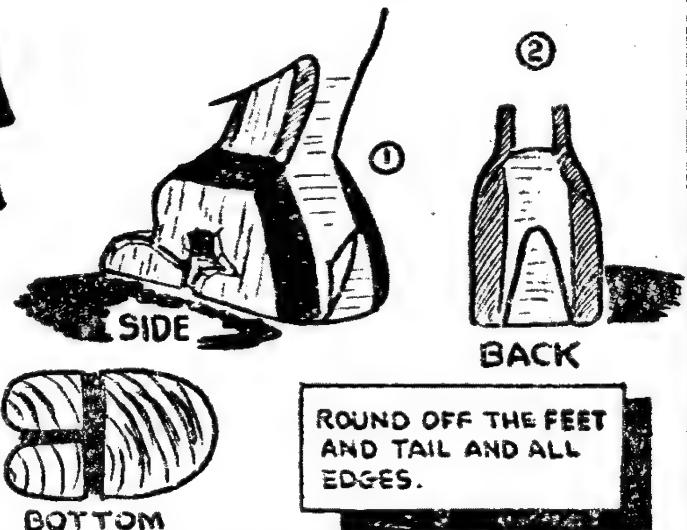
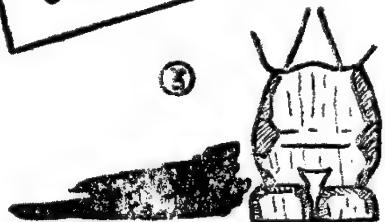
FRONT

BACK

TOP

THE GROOVES
IN THE EARS
ARE 'V' CUTS.

The body and feet are shaped next. Follow the numbered drawings the way you did before. Cut out the dark parts.



Finishing

The hair marks are heavy "V" cuts made with a knife. (See small drawing at the top right in this panel). If you wish you can sandpaper the dog or leave it with the knife cuts showing.



PAINTING

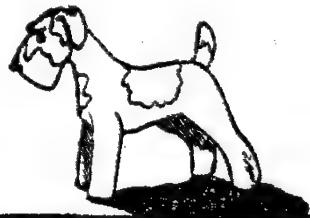
PAINT THE DOG ALL BLACK WITH WHITE EYES. OR PAINT IT ALL WHITE WITH BLACK EYES.

The FINISHED DOG



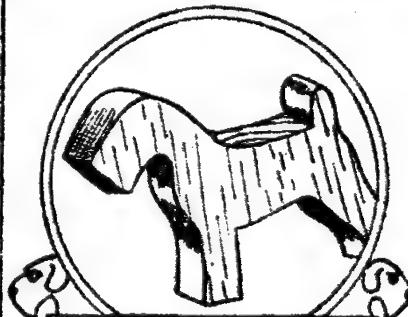
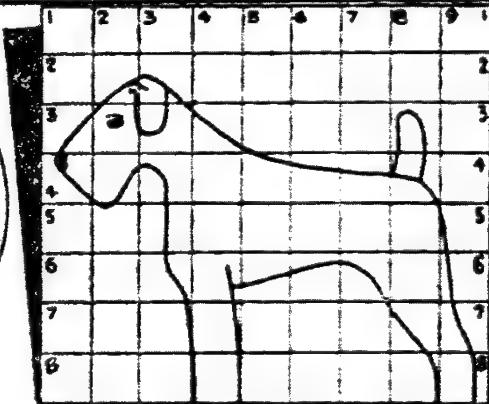
WIRE HAIR ED
Terrier

WHITTLE CRAFT



SQUARE OFF A PIECE OF CARDBOARD - $4 \times 4\frac{1}{2}$ - INTO $\frac{1}{2}$ IN. SQUARES. SKETCH IN THE PICTURE OF THE DOG. CUT OUT THE DRAWING WITH A SHARP KNIFE.

LAY THE CUTOUT ON A 1" THICK PIECE OF SOFT WOOD AND TRACE AROUND IT WITH A PENCIL.

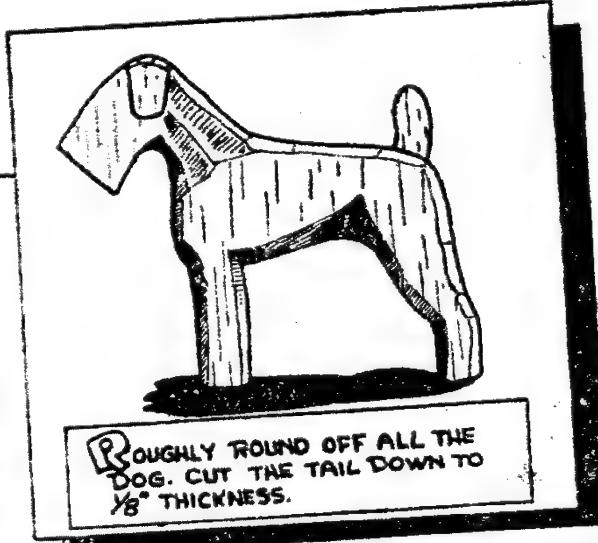


SAW OUT THE ROUGH MODEL WITH A COPING SAW.



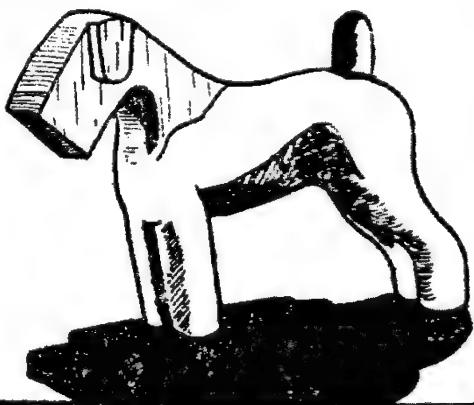
DRAW A CENTER LINE ALL AROUND THE DOG. SAW OUT BETWEEN THE LEGS TO SEPARATE THEM. CUT THE EARS OUT ROUGHLY.

SHAPE OUT THE HIND LEGS.

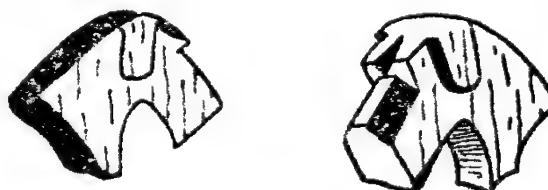


ROUGHLY ROUND OFF ALL THE DOG. CUT THE TAIL DOWN TO $\frac{1}{8}$ THICKNESS.

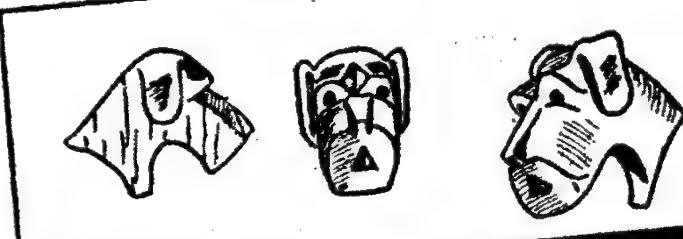
SANDPAPER THE BODY AND LEGS. ROUND OFF THE TAIL.



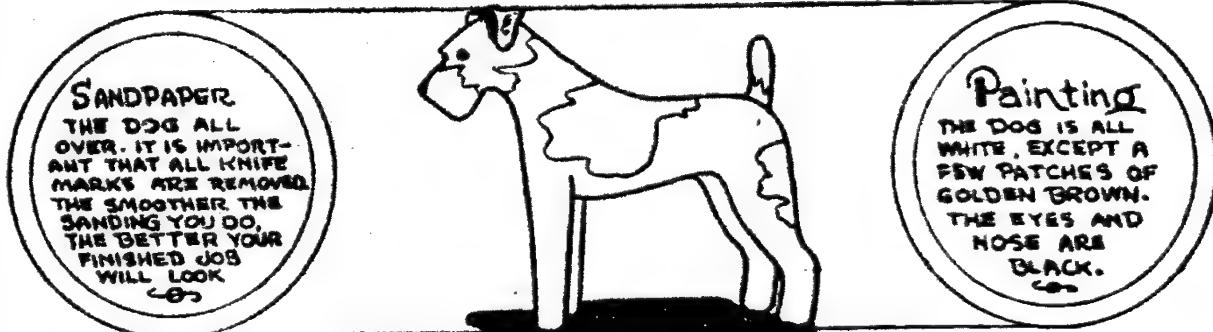
FILE HEAD



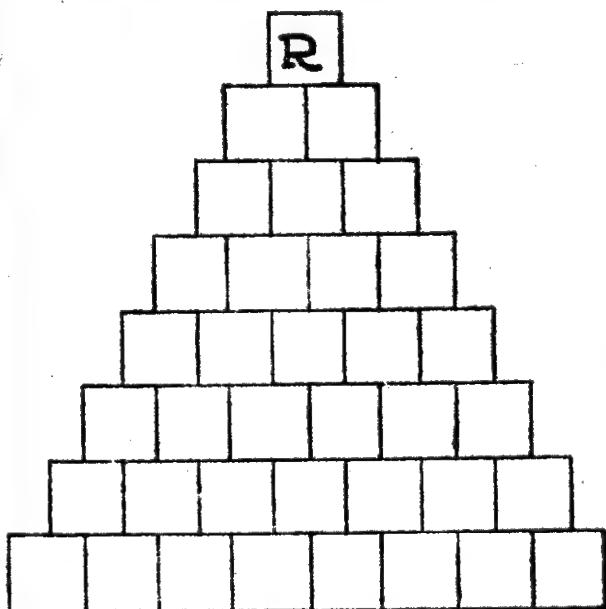
CUT AWAY THE PARTS ON THE FACE AS SHOWN HERE. MAKE A "V" GROOVE BETWEEN THE EYES ON THE BROW.



THE HEAD IS FINISHED OFF AS PICTURED HERE. MAKE THE TIP OF THE NOSE RAISED UP ROUND OFF THE EARS. UNDERCUT THE EARS VERY LIGHTLY. THE EYES ARE SMALL HOLES BORED OR CUT INTO THE HEAD, OR YOU MAY GLUE SMALL BEADS INTO THESE HOLES.



PYRAMID



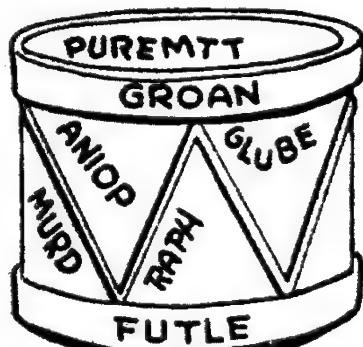
SSEMIRTS

USE ONLY THE ABOVE
EIGHT LETTERS. IT'S
A GOOD PARTY GAME!



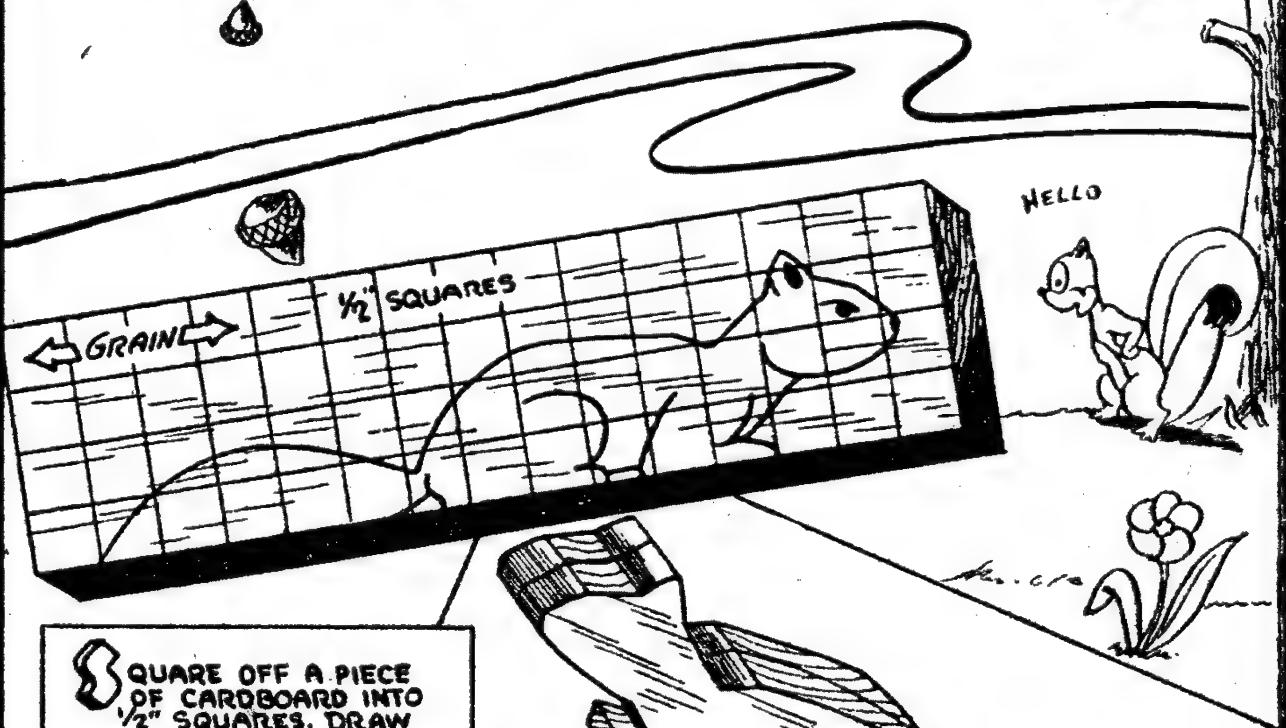
HOW TO PLAY PYRAMID.

THE EIGHT LETTERS—S-S-M-E-I-T-R-S—SPELL 7 DIFFERENT WORDS. EACH WORD CONTAINS ONE LETTER MORE THAN THE FIRST WORD. THE LETTER 'R' STARTS YOU OFF. IN THE NEXT TWO BLOCKS PUT A TWO LETTERED WORD USING 'R' AS PART OF IT. IN THE NEXT LINE A THREE LETTERED WORD, AND STILL USING THE TWO LETTERS YOU HAVE ALREADY USED. DO THIS ALL THE WAY DOWN UNTIL YOU COME TO THE LAST LINE. THE WORD USED HERE WILL USE ALL THE EIGHT LETTERS LISTED.
IF YOU WISH, USE SOME OTHER LETTER THAN 'R' TO START.



UNTAKE THE WORDS OR LETTERS
ON THE DRUM AND SPELL OUT 7
DIFFERENT MUSICAL INSTRUMENTS.

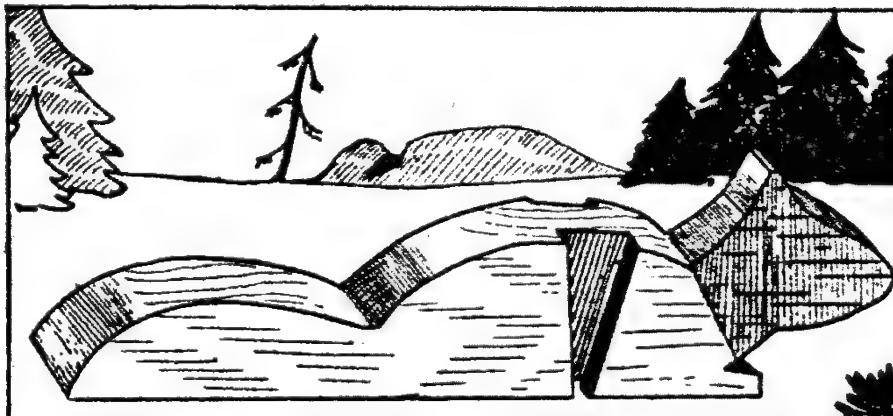
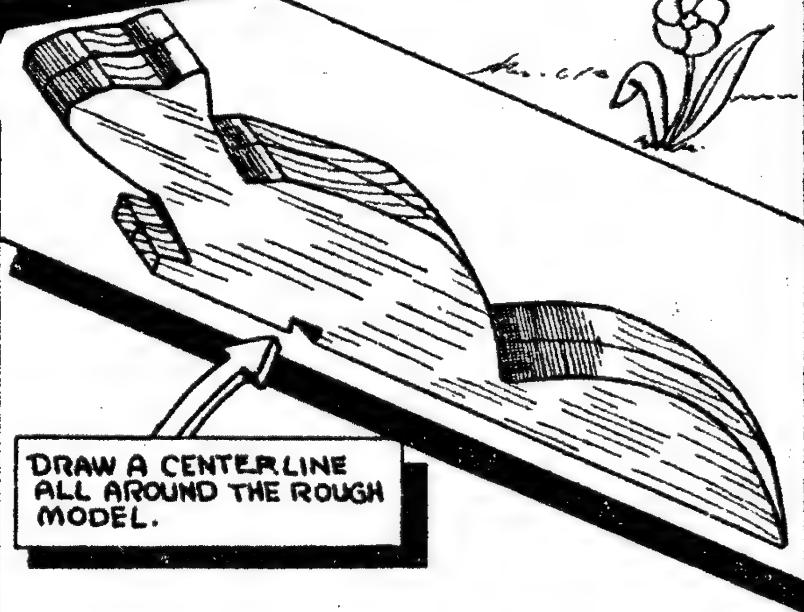
SQUIRREL



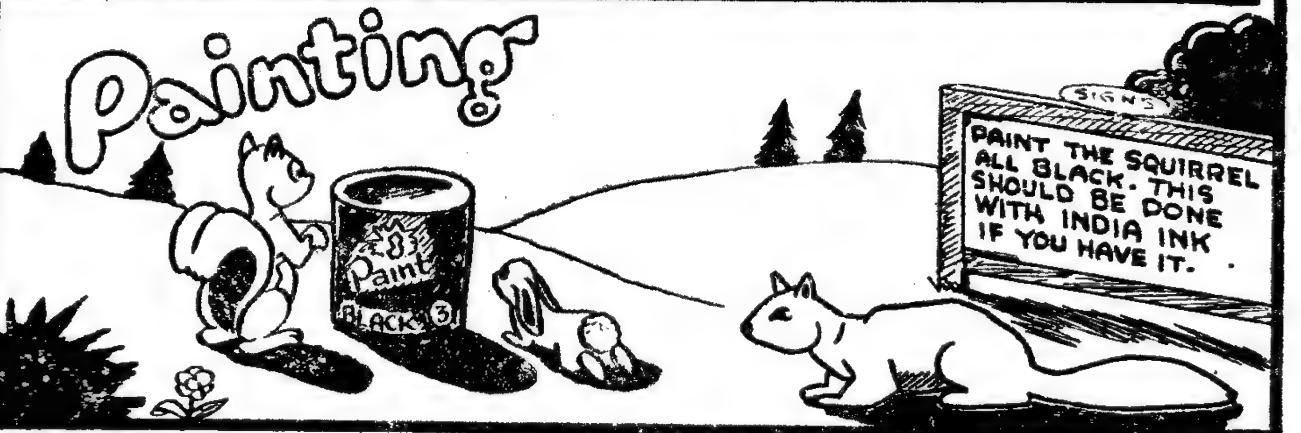
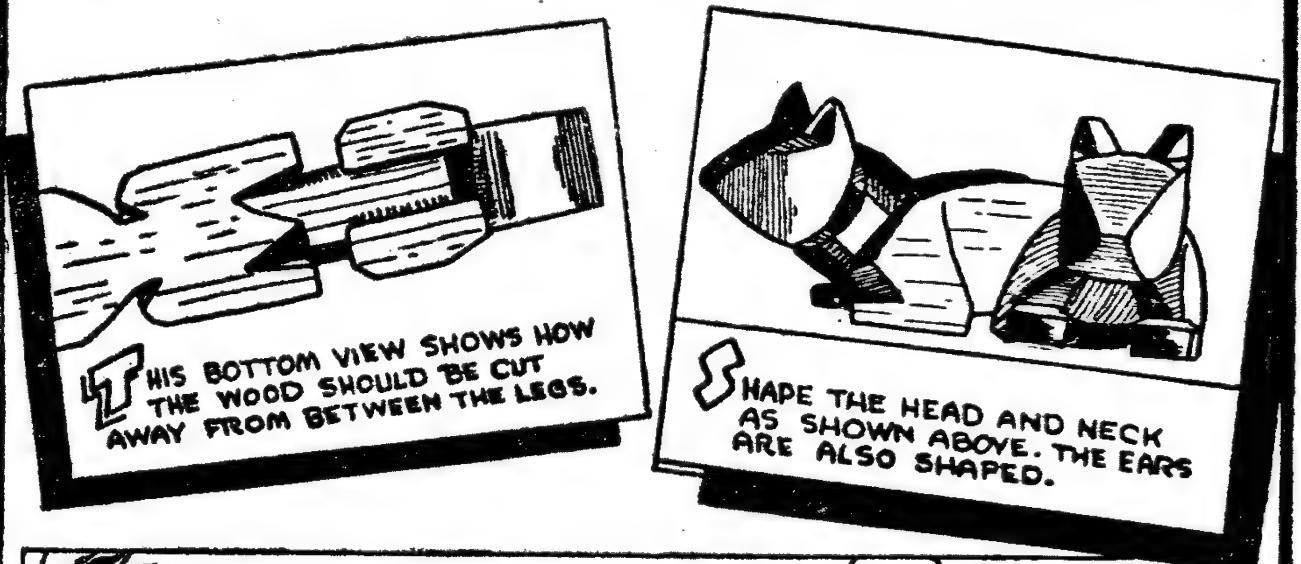
SQUARE OFF A PIECE OF CARDBOARD INTO $\frac{1}{2}$ " SQUARES. DRAW THE SIDE VIEW OF THE SQUIRREL. CUT OUT THE DRAWING WITH SCISSORS OR A SHARP KNIFE.

LAY THE PATTERN ON A $\frac{1}{4}$ " THICK PIECE OF SOFT WOOD. DRAW AROUND THE PATTERN - ONTO THE WOOD - WITH A SOFT PENCIL. SAW OUT THE SQUIRREL WITH A COPING SAW.

DRAW A CENTERLINE ALL AROUND THE ROUGH MODEL.

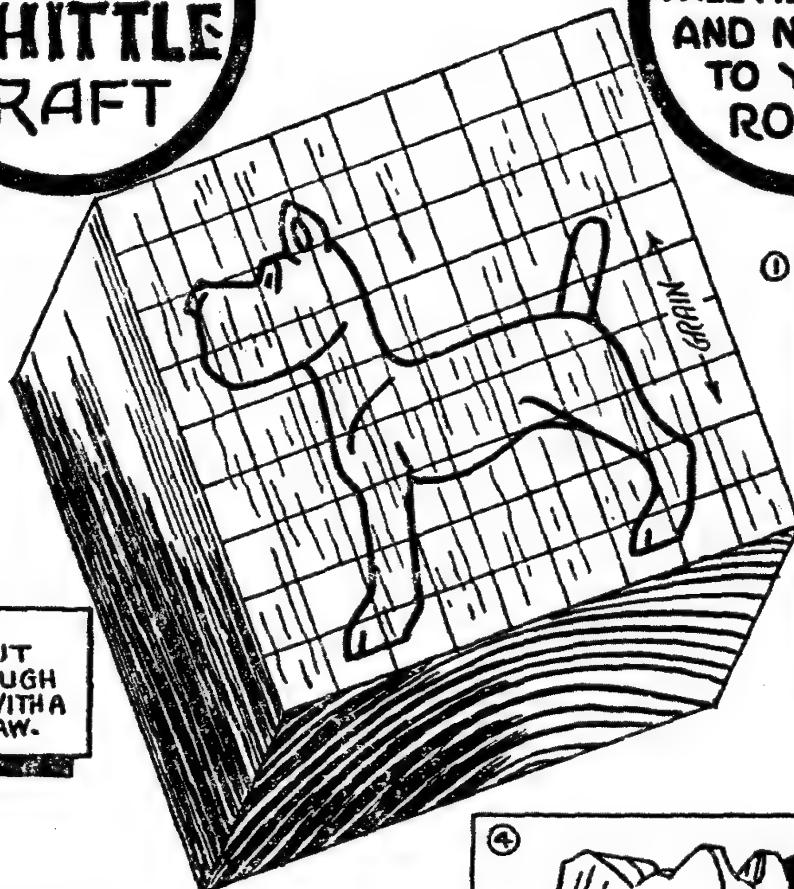


CUT OUT THE WASTE WOOD FROM BETWEEN THE FRONT AND BACK LEGS ON BOTH SIDES. THE BODY SHOULD BE ABOUT $\frac{3}{4}$ " WIDE. THE HEAD AND NECK ARE CUT DOWN TO $\frac{7}{8}$ " WIDE. DO NOT CUT UNDER THE ABOVE MEASUREMENTS.





WHITTLE CRAFT



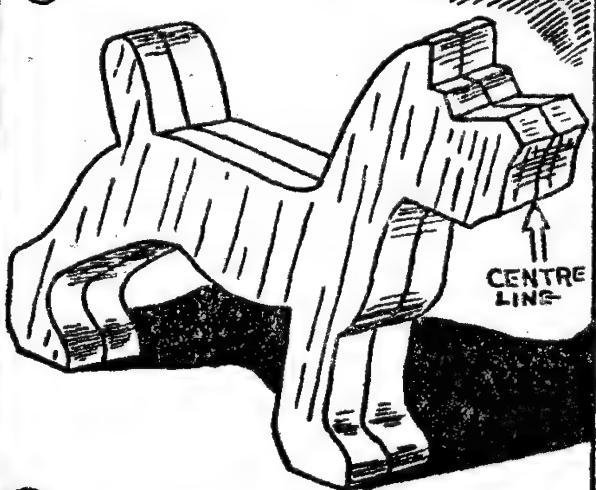
②

SAW OUT THE ROUGH MODEL WITH A COPING SAW.

①

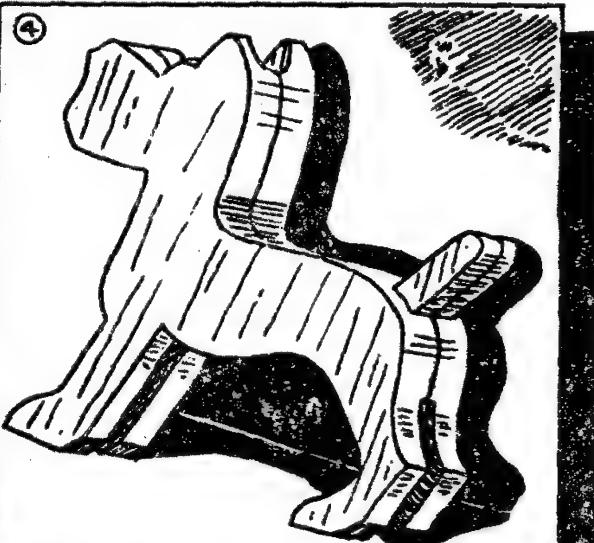
MARK OFF HALF INCH SQUARES ON A PIECE OF STIFF PAPER AND DRAW THE DOG AS SKETCHED AT THE LEFT. CUT OUT THE DOG AND LAY IT ON A BLOCK OF PINE $1\frac{1}{2}'' \times 4\frac{1}{2}'' \times 4\frac{1}{2}''$ AND TRACE AROUND IT WITH A SOFT PENCIL.

③



DRAW A LINE ALL THE WAY AROUND YOUR ROUGH MODEL TO MARK OFF THE CENTER LINE.

④



MARK IN THE LINES OF THE TAIL AND BETWEEN THE FRONT AND BACK LEGS. SAW OFF THE WASTE MATERIAL. (SEE DRAWING ABOVE)

The Dog

IS NOW READY FOR THE FINAL SHAPING.

F

OLLOW THE DRAWINGS IN THIS PANEL TO SHAPE THE LEGS, FEET, TAIL AND BODY.

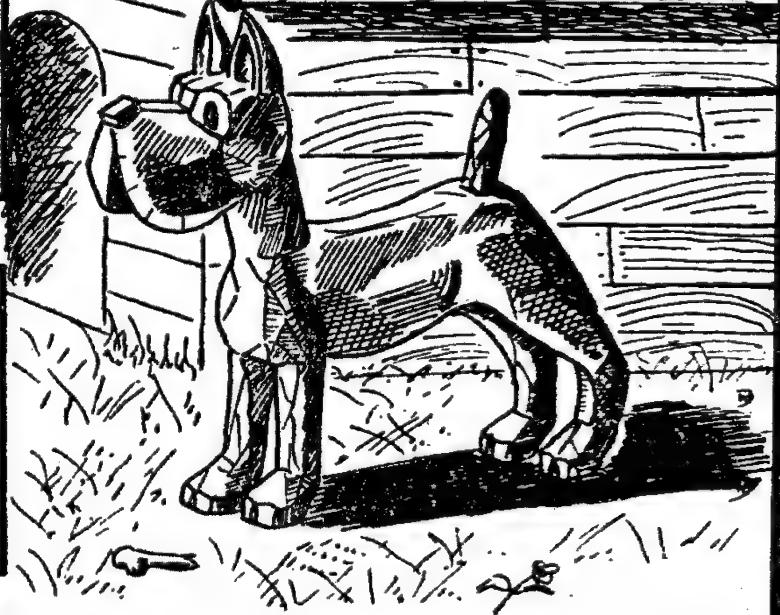


Finishing

SANDPAPER THE DOG TO A SMOOTH FINISH. ROUND OFF ALL CORNERS. OR YOU MAY LEAVE THE DOG WITH THE KNIFE MARKS SHOWING.

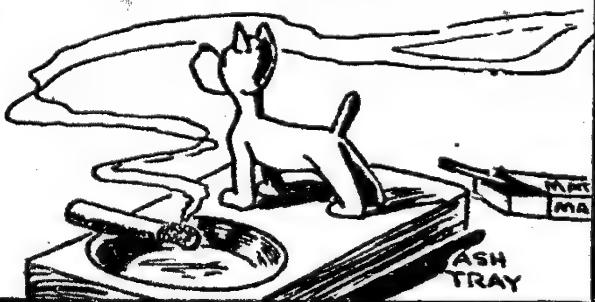
Painting

PAINT THE MODEL WITH A LIGHT BROWN PAINT. THE EYES ARE BLACK CIRCLES WITH WHITE DOTS IN THE CENTER. PAINT THE NOSE BLACK.

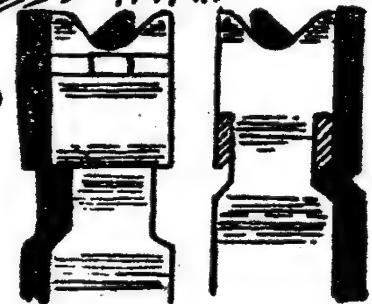


WHAT TO DO WITH YOUR MODEL

PURCHASE A SMALL PLASTIC ASH TRAY AND SET IT IN A BLOCK OF $\frac{1}{2}$ " THICK WOOD (OTHER MEASUREMENTS TO SUIT) AND GLUE THE DOG ON THE WOOD. THE DOG CAN STAND ON THE END OR SIDE OF THE BASE.



The NECK

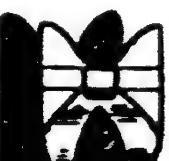


CUT OUT THE NECK AS SHOWN ABOVE. USE YOUR SAW OR KNIFE FOR THIS. THE NECK SHOULD HAVE A SQUARE SHAPE.

The HEAD



TOP VIEW



FRONT



BACK

TO SHAPE OUT THE HEAD — FOLLOW THE NUMBERED DRAWINGS. MAKE SMALL CUTS ONLY SO AS NOT TO SPOIL THE WORK.

The EARS

FOLLOW THE PICTURES IN THIS PANEL WHEN SHAPING THE EARS.



The REST

OF THE DOG IS SHAPED OUT ROUGHLY AT THIS POINT. FOLLOW THE PICTURES IN THIS SECTION.

ROUND OFF THE NECK AND BODY. MAKE SMALL CUTS ONLY WITH YOUR KNIFE.



WIVVLE CRAFT



FAWN WALL PLAQUE



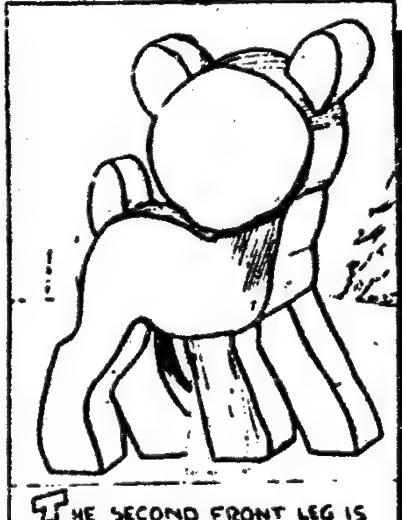
SQUARE OFF A PIECE OF CARDBOARD INTO $\frac{1}{8}$ IN. SQUARES. DRAW IN THE OUTLINE OF THE FAWN AS SKETCHED AT THE LEFT. CUT OUT YOUR DRAWING WITH A SHARP KNIFE OR SCISSORS.



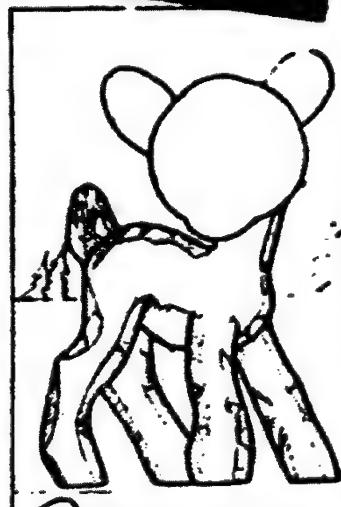
LAY YOUR PATTERN ON A $\frac{1}{8}$ INCH THICK PIECE OF SOFT WOOD. DRAW AROUND IT WITH A SOFT LEAD PENCIL. SAW OUT THE ROUGH MODEL WITH A COPING SAW. DRAW IN THE EYES ETC. ON THE ROUGH MODEL.



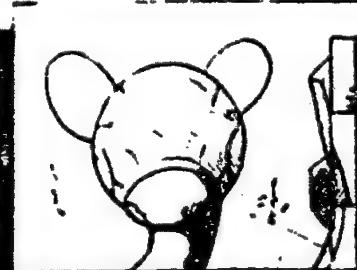
GUT THE BACK AND FRONT LEGS DOWN TO $\frac{1}{8}$ IN THICK DO THE SAME WITH THE EARS, AND THE TAIL.



THE SECOND FRONT LEG IS SHAPED DOWN TO $\frac{1}{8}$ INCH AT THE FOOT. THE NECK IS SLOPED FROM THE SHOULDER TO THE HEAD AS SHOWN



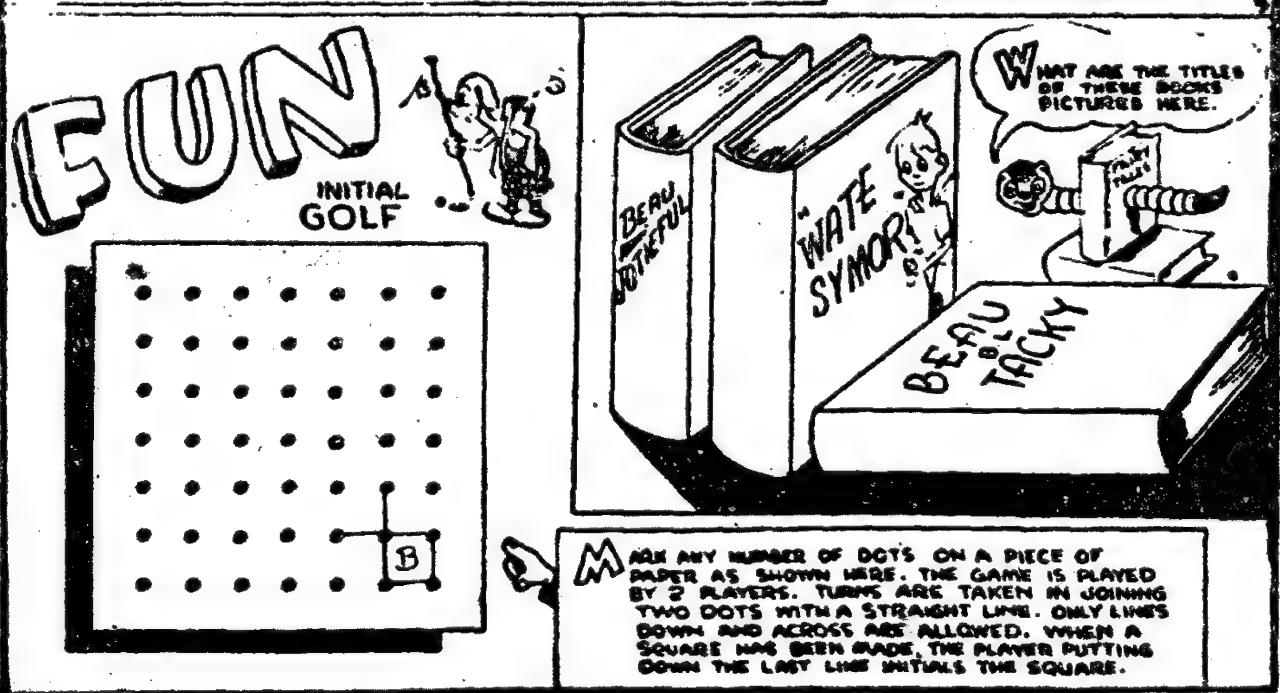
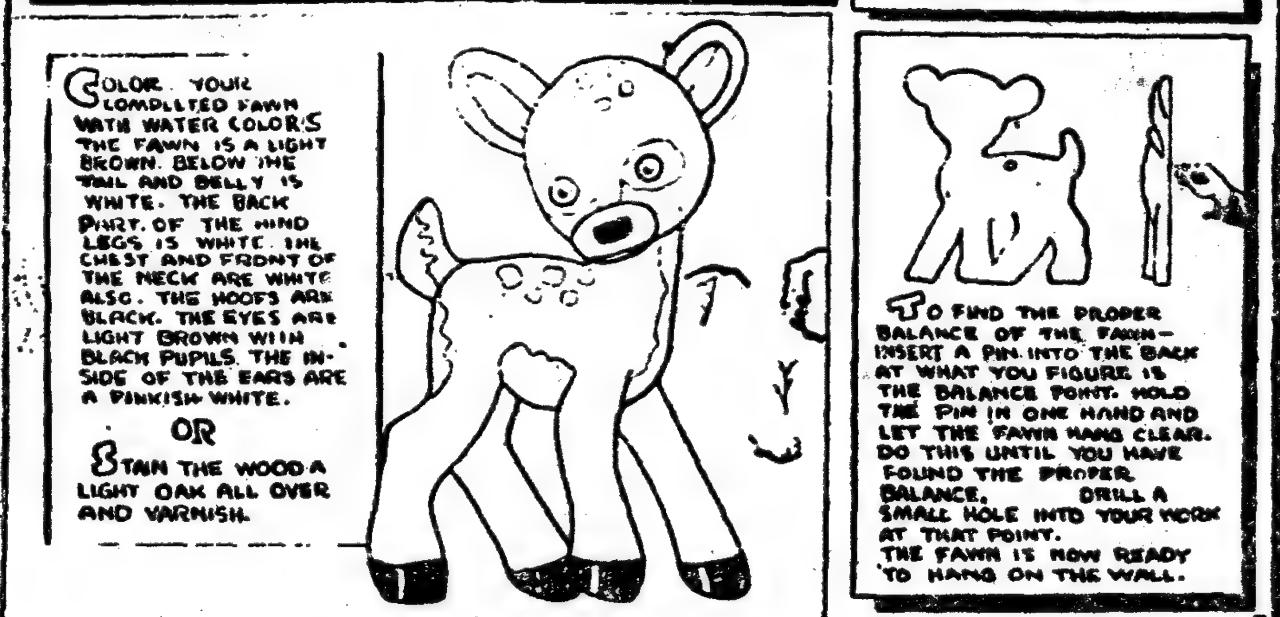
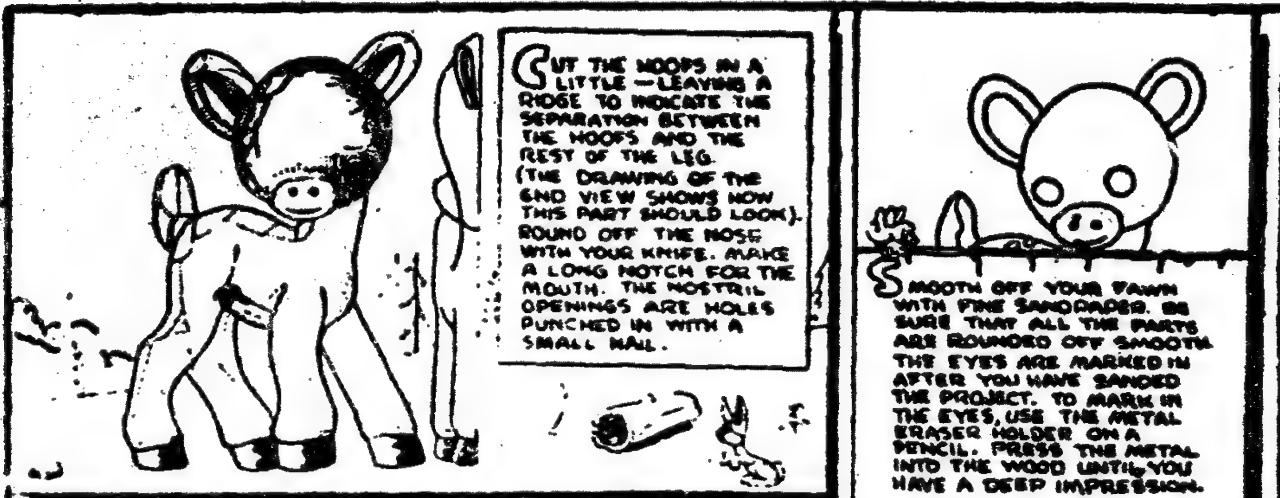
ROUGHLY ROUND OFF THE BODY AND LEGS.



THE FACE AND NOSE ARE NOW ROUNDED OFF. CUT AROUND THE NOSE AND SLANTED DOWN TO THE FACE FOLLOW THE DRAWING CLOSELY AND YOU WON'T GO WRONG.



ROUND OFF THE EARS AND CUT OUT A DEEP 'V' TO INDICATE THE INSIDE OF THE EAR.

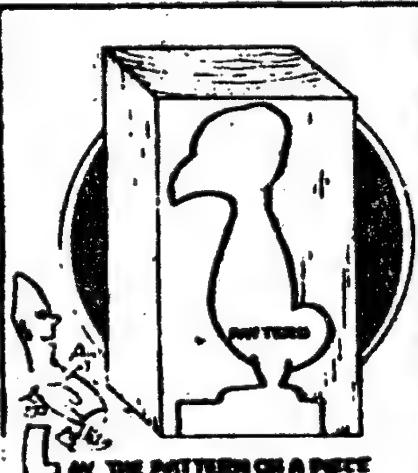
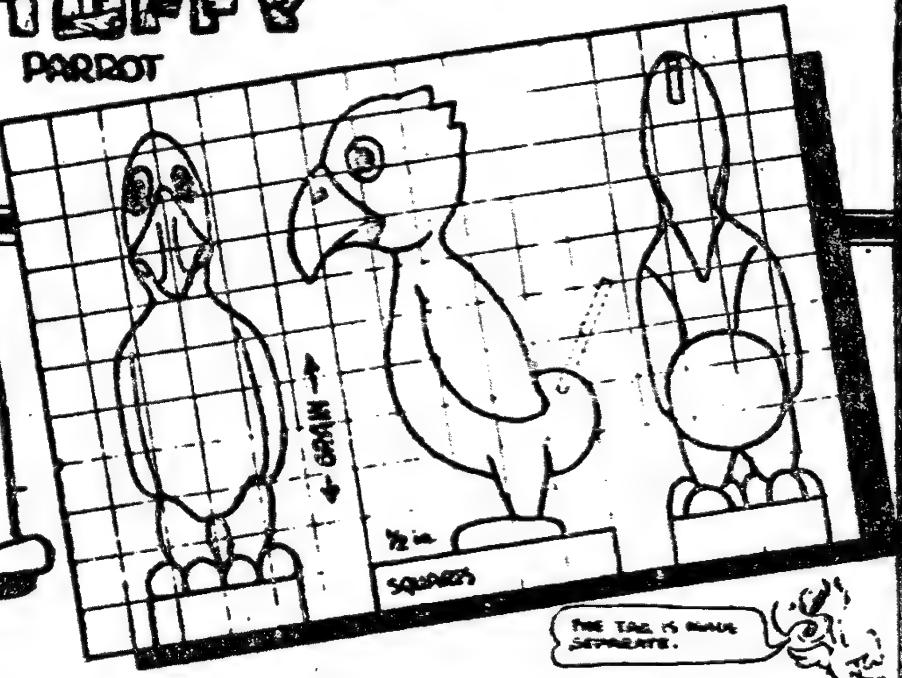


TIFFY

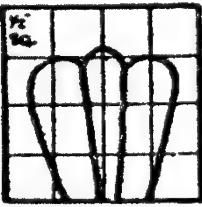
PARROT

WHITTLE-CRAFT

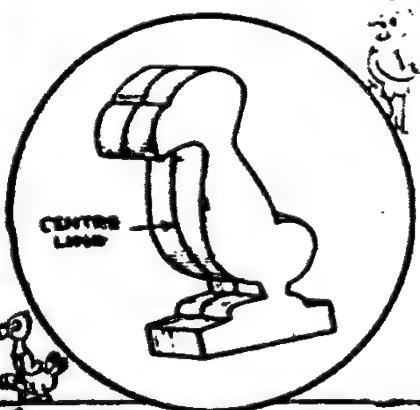
SQUARE OFF A PIECE OF CARDBOARD - 6" X - 6".
1/2 IN. SQUARES. ON THIS CARDBOARD, DRAW IN THE SIDE VIEW OF THE BIRD. USE THE SQUARES AS GUIDE. NEXT CUT OUT YOUR DRAWING WITH A SHARP KNIFE.



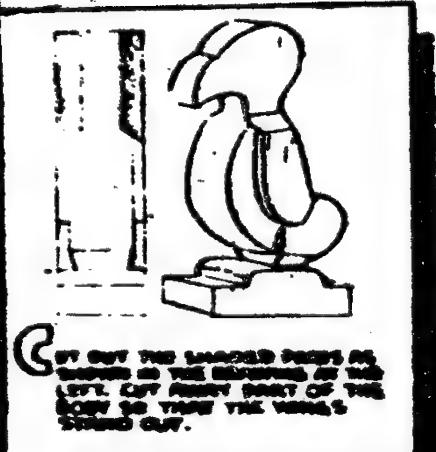
TAKE THE PATTERN ON A PIECE OF PINE 1 1/2" THICK, BY 3 X 6". TRACE AROUND THE PATTERN WITH A SOFT PENCIL AND THEN SAW OUT THE ROUGH MODEL WITH A COPING SAW.



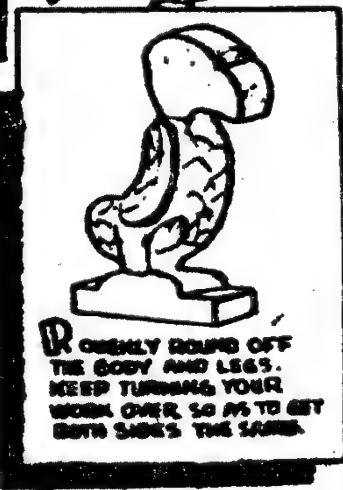
THE TAIL IS A SEPARATE PIECE MADE FROM 1/8" THICK LUMBER.



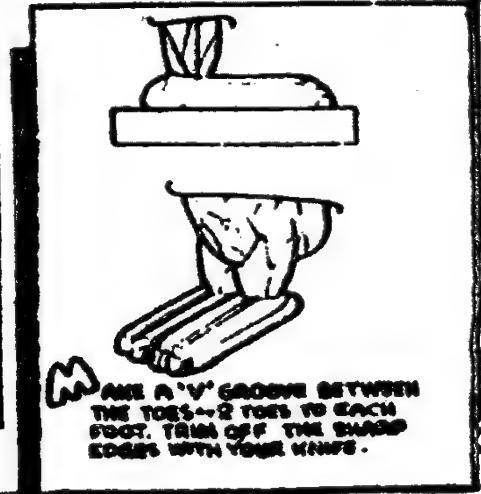
THIS IS HOW YOUR ROUGH MODEL SHOULD LOOK AFTER SAWING. DRAW IN A CENTER LINE ALL AROUND THE BIRD AS SHOWN ABOVE.



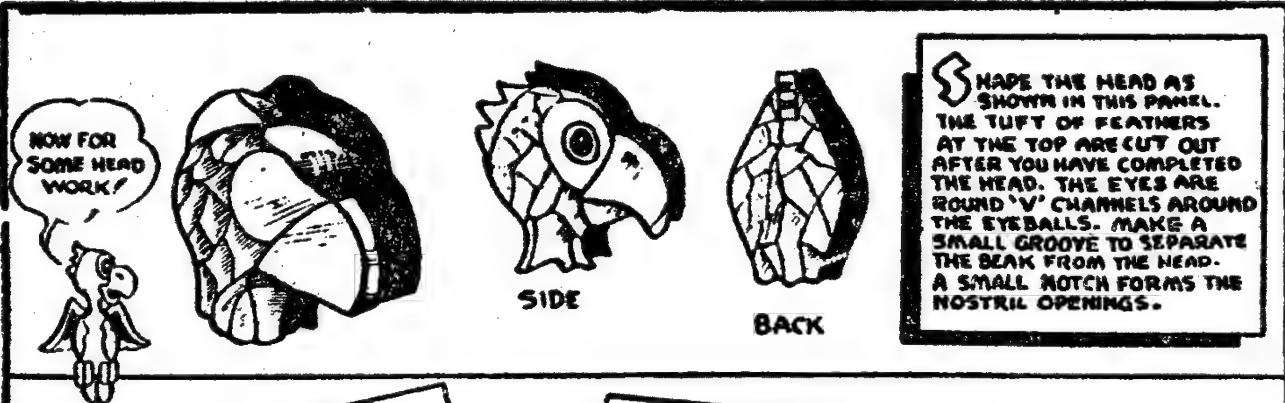
CUT OUT THE SHAPED PIECES AS SHOWN IN THE DRAWINGS AT THE LEFT. CUT POINT POINT OF THE BODY SO THAT THE WINGS STAND OUT.



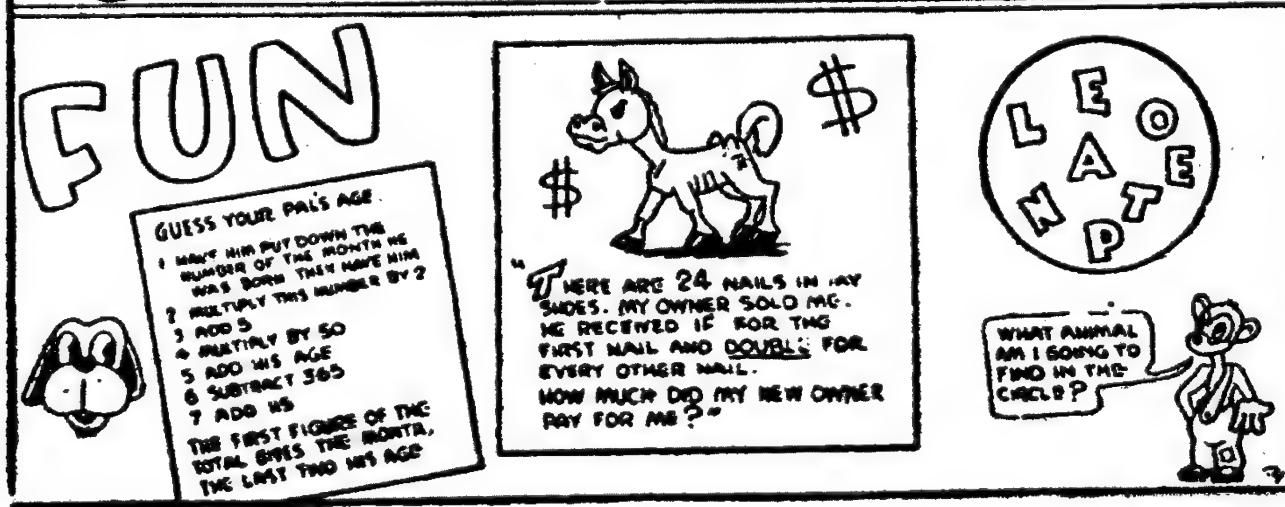
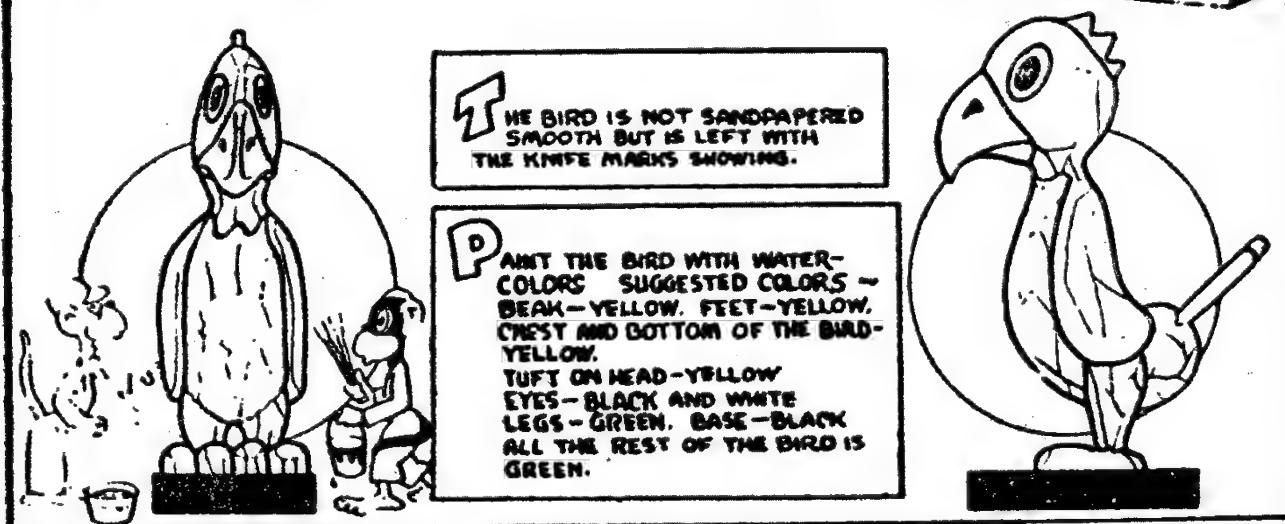
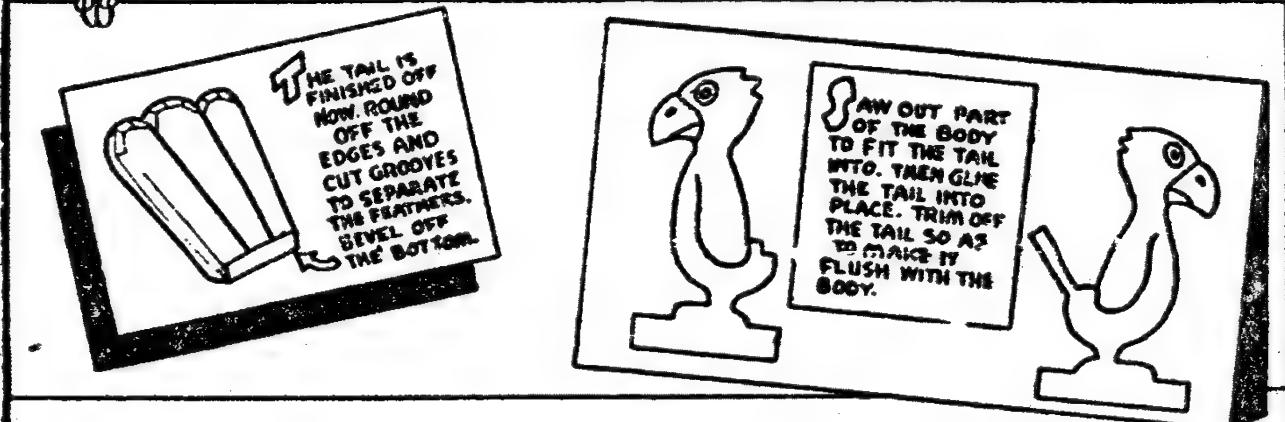
ROUND OFF THE BODY AND LEGS. KEEP TURNING YOUR WORK OVER, SO AS TO GET BOTH SIDES THE SAME.



MAKE A 'V' GROOVE BETWEEN THE TOES - 2 TOES TO EACH FOOT. TRIM OFF THE BURNT EDGES WITH YOUR KNIFE.

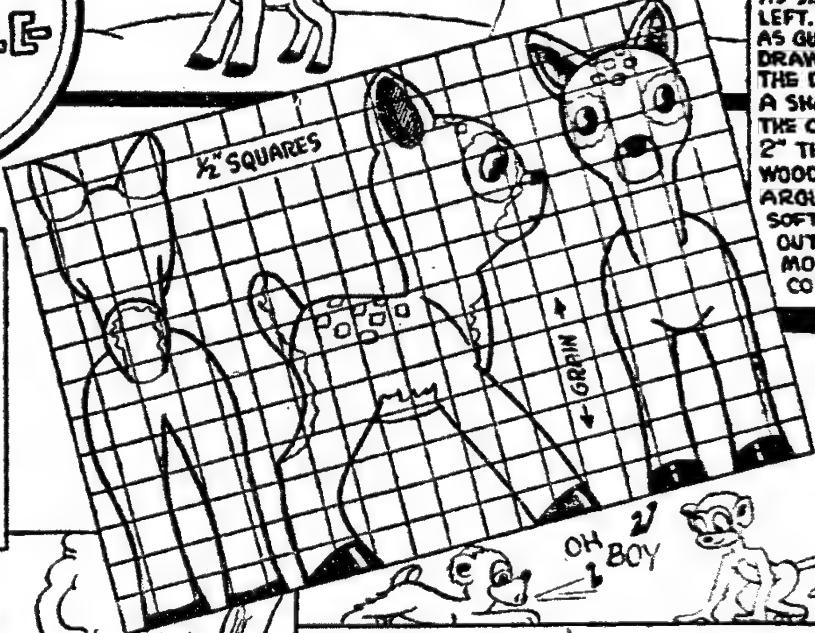


SHAPe THE HEAD AS SHOWN IN THIS PANEL. THE TUFT OF FEATHERS AT THE TOP ARE CUT OUT AFTER YOU HAVE COMPLETED THE HEAD. THE EYES ARE ROUND 'V' CHANNELS AROUND THE EYEBALLS. MAKE A SMALL GROOVE TO SEPARATE THE BEAK FROM THE HEAD. A SMALL NOTCH FORMS THE NOSTRIL OPENINGS.

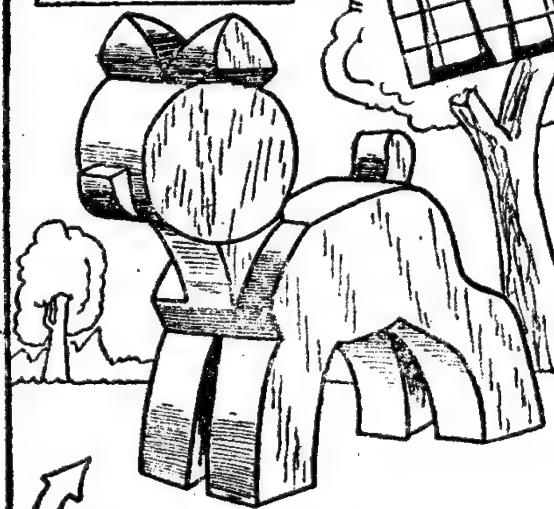


FAWN WHITTLE-CRAFT

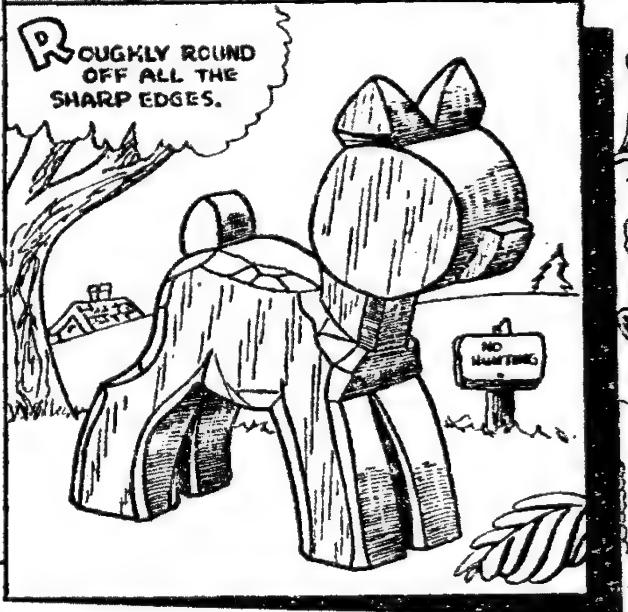
MARK OUT THE LEGS, NECK AND TAIL AND SAW OFF THE WASTE PIECES. IT IS BETTER NOT TO CUT OFF TOO MUCH, BUT LEAVE ON A LITTLE EXTRA MATERIAL. THIS EXTRA WOOD CAN BE WHITTELLED OFF LATER. ROUGH OUT THE EARS ALSO. CONSULT THE MASTER PLAN FOR PROPER SIZES.



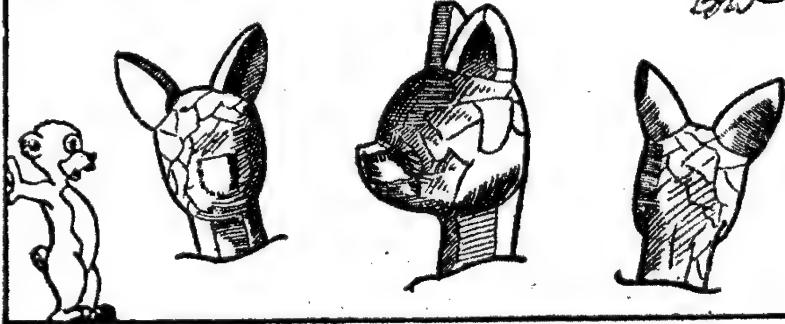
SQUARE OFF A PIECE OF CARD-BOARD - $5\frac{1}{2}'' \times 6\frac{1}{2}''$ - INTO $\frac{1}{2}''$ SQUARES. SKETCH IN THE SIDE VIEW OF THE DEER AS SHOWN AT THE LEFT. USE THE SQUARES AS GUIDES IN YOUR DRAWING. CUT OUT THE DRAWING WITH A SHARP KNIFE. LAY THE CUTOUT ON A $2''$ THICK BLOCK OF WOOD AND TRACE AROUND IT WITH A SOFT PENCIL. CUT OUT THE ROUGH MODEL WITH A COPING SAW.



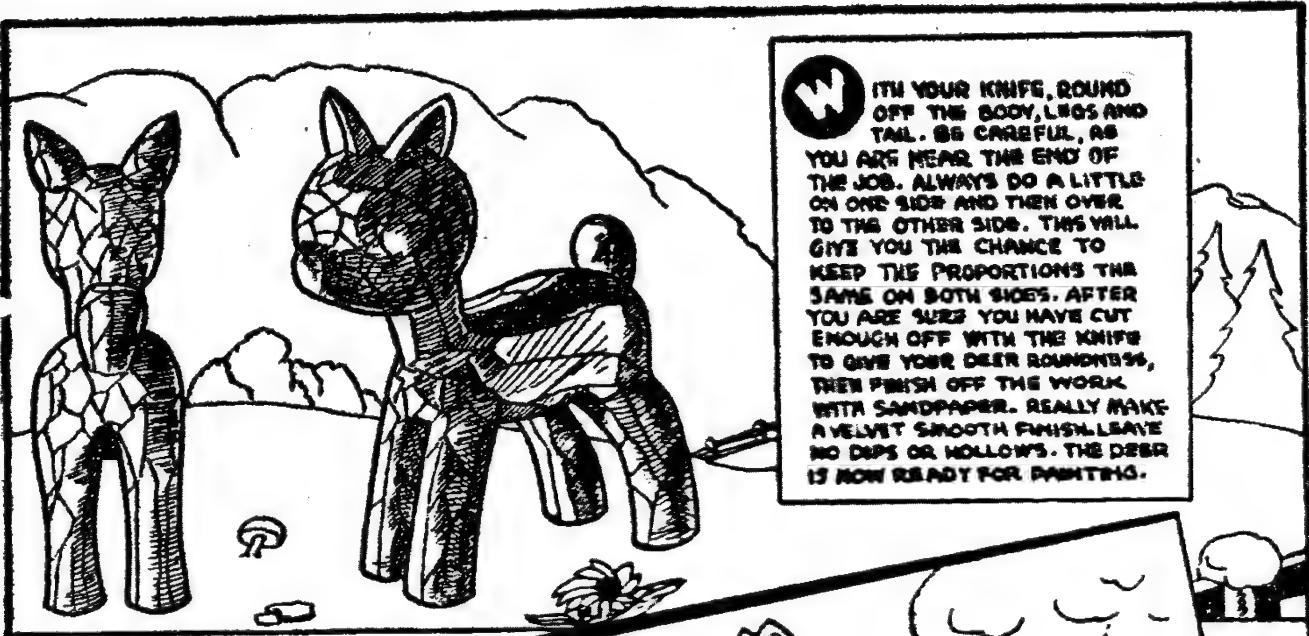
HIS IS HOW THE MODEL SHOULD LOOK AFTER SAWING AND IRROUGHING OUT THE MAIN PARTS.



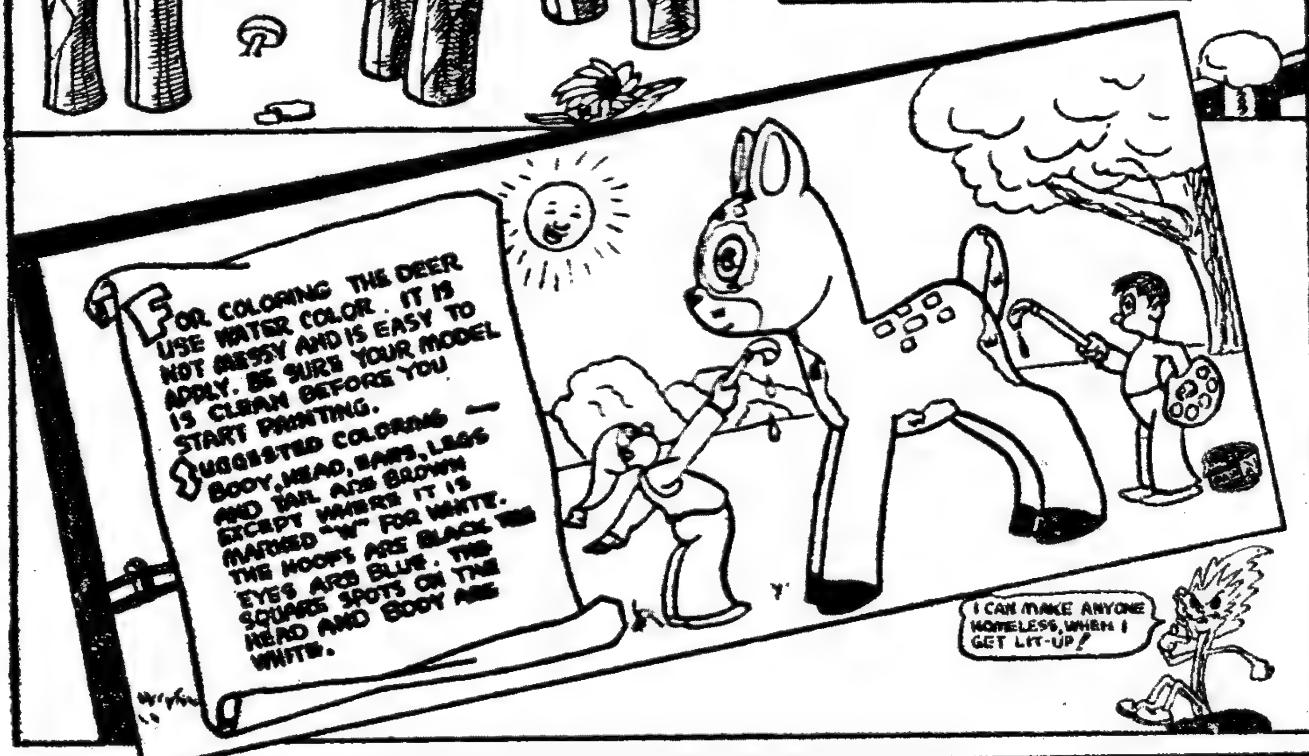
THE HEAD AND EARS



SHAPe OUT THE EARS AS SKETCHED IN THIS BLOCK. ROUND OFF THE HEAD AND NOSE. GENTLY BLEND THE NOSE INTO THE HEAD WITH A VERY SMALL CURVE. BE CAREFUL AND DO NOT CUT TOO MUCH OFF WITH KNIFE AT ANY TIME.



WITH YOUR KNIFE, ROUND OFF THE BODY, LEGS AND TAIL. BE CAREFUL, AS YOU ARE NEAR THE END OF THE JOB. ALWAYS DO A LITTLE ON ONE SIDE AND THEN OVER TO THE OTHER SIDE. THIS WILL GIVE YOU THE CHANCE TO KEEP THE PROPORTIONS THE SAME ON BOTH SIDES. AFTER YOU ARE SURE YOU HAVE CUT ENOUGH OFF WITH THE KNIFE TO GIVE YOUR DEER ROUNDNESS, THEN FINISH OFF THE WORK WITH SANDPAPER. REALLY MAKE A VELVET SMOOTH FINISH. LEAVE NO DIPS OR HOLLOWES. THE DEER IS NOW READY FOR PAINTING.

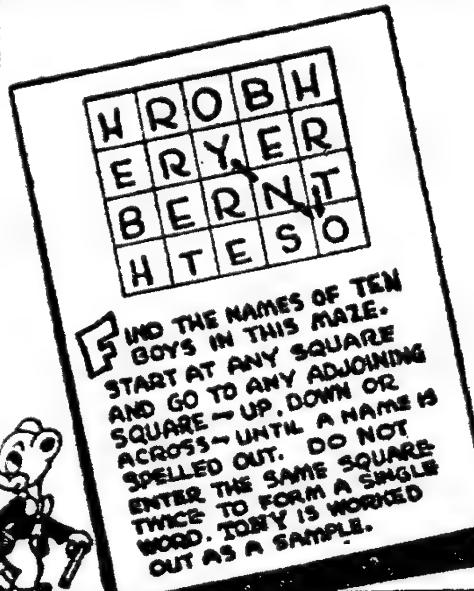


FOR COLORING THE DEER USE WATER COLOR. IT IS NOT MESSY AND IS EASY TO APPLY. BE SURE YOUR MODEL IS CLEAN BEFORE YOU START PAINTING.
SUGGESTED COLORING — BODY, HEAD, EARS, LEGS AND TAIL ARE BROWN EXCEPT WHERE IT IS MAROON "W" FOR WHITE. THE HOOF'S ARE BLACK. EYES ARE BLUE. SQUARE SPOTS ON THE HEAD AND BODY ARE WHITE.

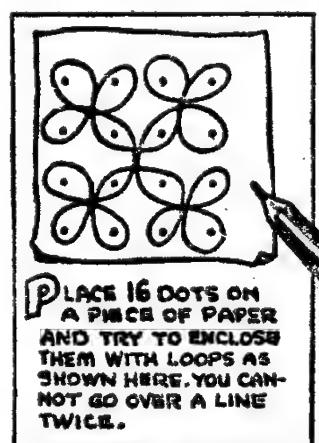
I CAN MAKE ANYONE HOMELESS WHEN I GET LIT-UP!

FUN

UNSCRAMBLE THE LETTERS IN THE MAPLE LEAF TO SPELL THE CAPITAL OF CANADA.



FIND THE NAMES OF TEN BOYS IN THIS MAZE. START AT ANY SQUARE AND GO TO ANY ADJOINING SQUARE — UP, DOWN OR ACROSS — UNTIL A NAME IS SPelled OUT. DO NOT ENTER THE SAME SQUARE TWICE TO FORM A SINGLE WORD. TONY IS WORDED OUT AS A SAMPLE.



PLACE 16 DOTS ON A PIECE OF PAPER AND TRY TO ENCLOSE THEM WITH LOOPS AS SHOWN HERE. YOU CANNOT GO OVER A LINE TWICE.



CARVE YOUR OWN MINIATURE INDIAN

TOTEM POLE

THE MATERIALS NEEDED ARE:

- ONE PIECE OF WOOD 8 INCHES SQUARE AND 3 INCHES HIGH, FOR THE BASE.
- ONE BLOCK OF SOFT CARVING WOOD 3 INCHES SQUARE AND 16 INCHES LONG.
- A SET OF WHITTLING KNIVES.

1. AFTER DETERMINING DESIGN (SUCH AS ONE ILLUSTRATED AT RIGHT), PROCEED AS FOLLOWS: →



3. THEN MAKE A PENCIL DRAWING OF ALL FOUR FIGURES DIRECTLY ONTO THE WOOD ON THE FRONT AND TWO SIDES... AFTER THE DRAWINGS ARE FINISHED, THE POLE SHOULD APPEAR AS ILLUSTRATED... (BACK CAN BE DECORATED ALSO IF SO DESIRED)

THE TWO SIDES OF EACH HEAD SHOULD BE IDENTICAL.

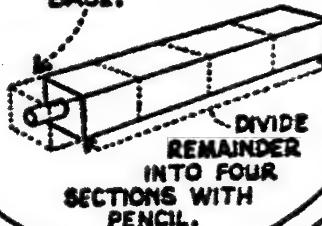
CAUTION!
CARVE DETAILS SLOWLY TO AVOID ERRORS.

5. DRILL A HOLE $1\frac{1}{2}$ INCHES DEEP INTO THE 8-INCH SQUARE BLOCK AND SET FINISHED TOTEM POLE INTO IT WITH WOOD GLUE.

PEG SHOULD FIT HOLE SNUGLY.

2. FOUR FIGURES ARE INCLUDED AND SO WITH A PENCIL, MARK THE 8"-SQUARE BLOCK AND PREPARE AS ILLUSTRATED.

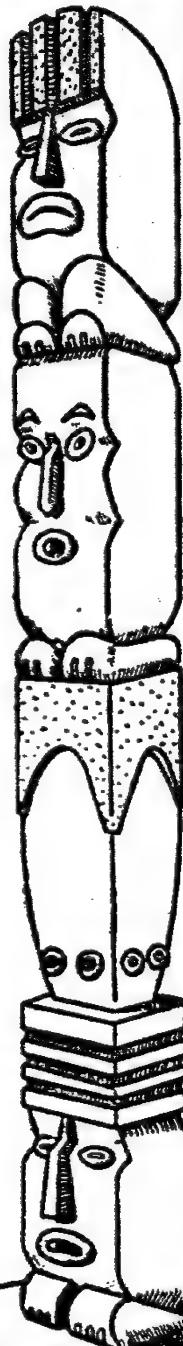
MARK OFF SECTION $1\frac{1}{2}$ INCHES LONG AT THE BOTTOM AND CARVE OUT PEG TO FIT INTO BASE.



4. START CARVING BY CUTTING AWAY THE LARGER PIECES OF WOOD FIRST TO GET THE GENERAL SHAPE, AS ILLUSTRATED. DETAILS ARE PUT IN LATER.



6. ILLUSTRATION SHOWS FINISHED TOTEM POLE WHICH MAY BE COLORED WITH WATER COLORS AND THEN COVERED WITH A COAT OF CLEAR SHELLAC. →



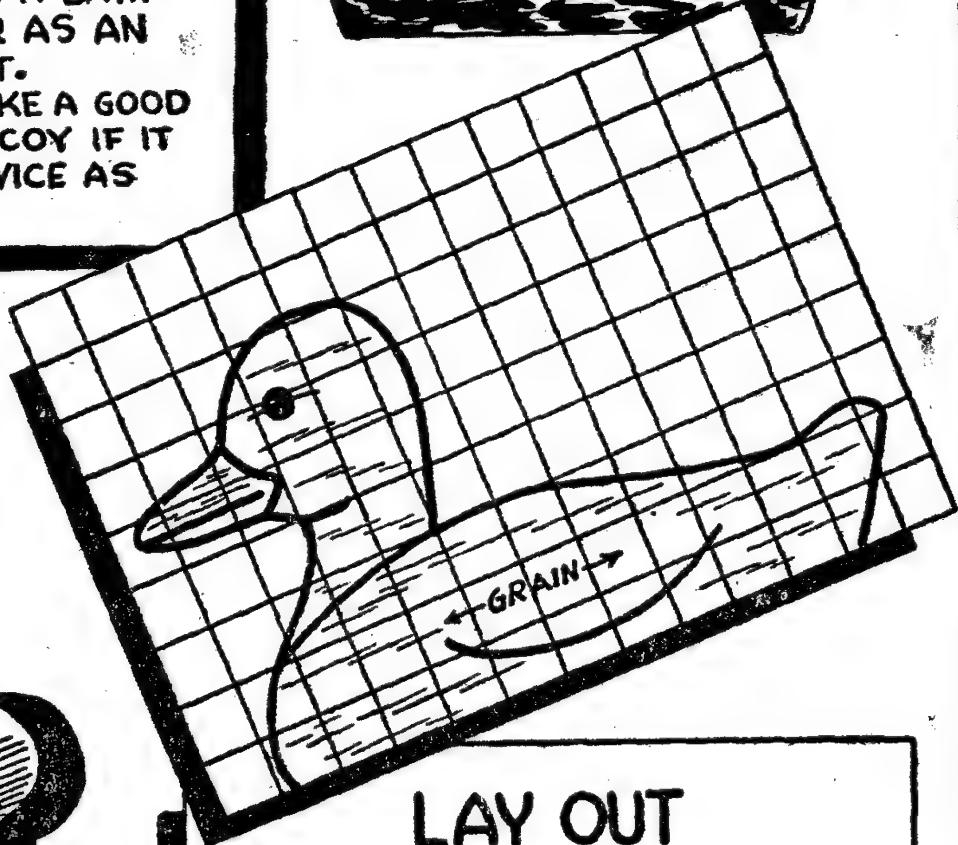
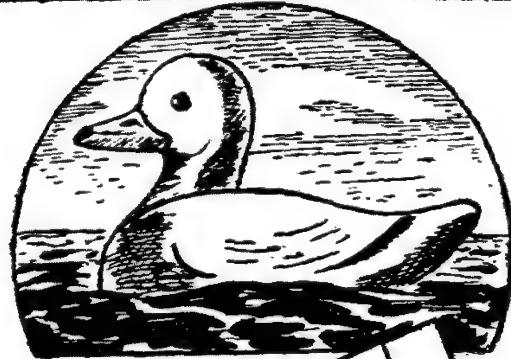


"WHITTLE
CRAFT

"DECoy DUCK"

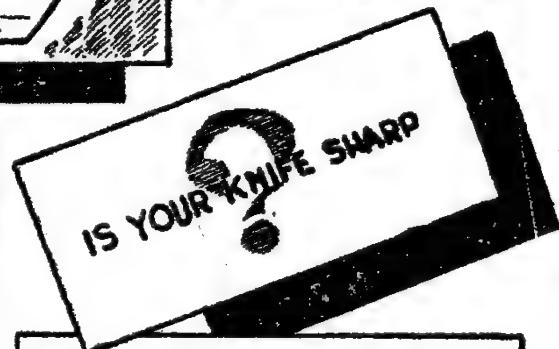
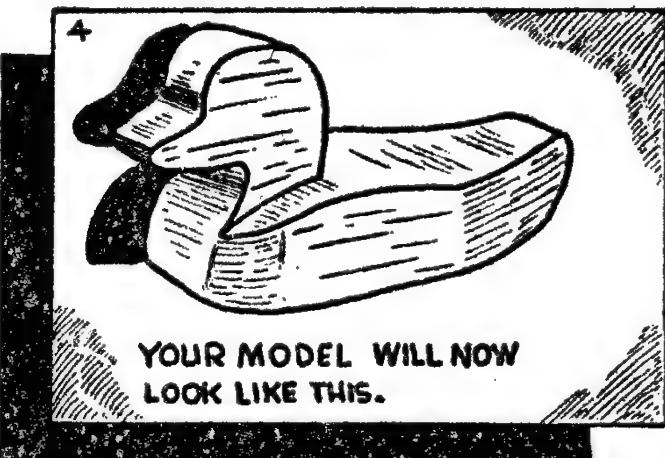
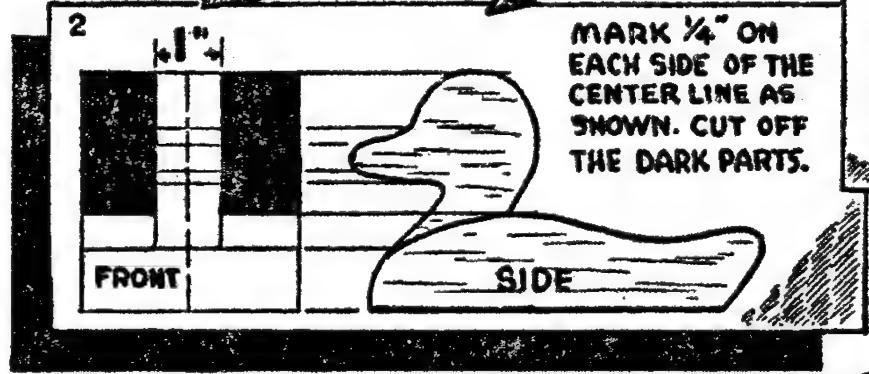
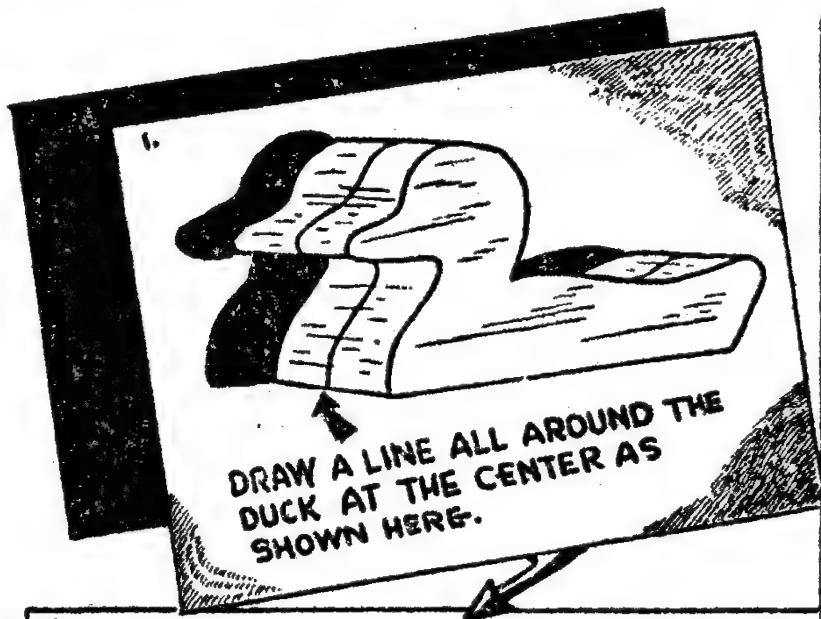
This

WHITLED DUCK CAN
BE USED AS A BATH-
TUB TOY OR AS AN
ORNAMENT.
IT WILL MAKE A GOOD
HUNTING DECOY IF IT
IS MADE TWICE AS
LARGE.

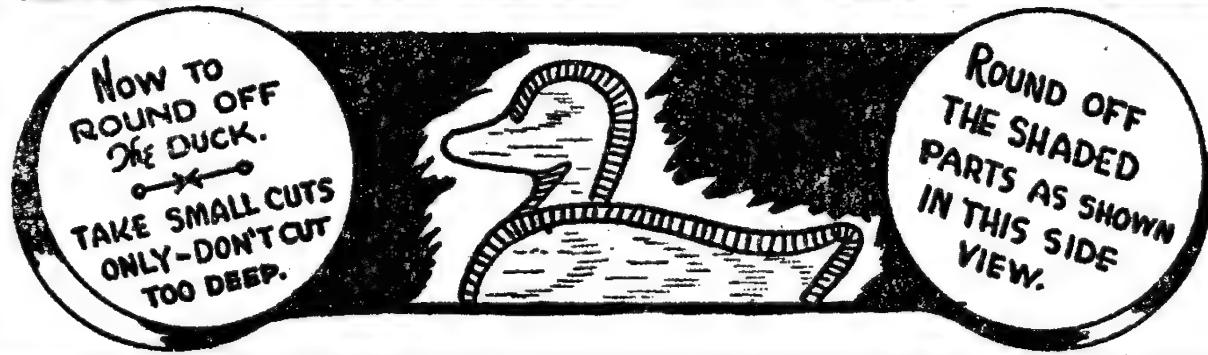


LAY OUT

ON A HEAVY CARD, DRAW HALF INCH SQUARES. NEXT DRAW THE SIDE VIEW OF THE DUCK.—USING YOUR SQUARES FOR GUIDES. CUT OUT THIS DRAWING AND PLACE IT ON A PIECE OF WOOD $2\frac{1}{2}$ " THICK. SAW OUT THE ROUGH MODEL WHICH WILL LOOK LIKE THE PICTURE AT THE LEFT.



FOLLOW YOUR DRAWINGS CLOSELY. IT WILL MAKE YOUR WORK EASIER. THIS IS NOT A TOUGH JOB. BE PATIENT.

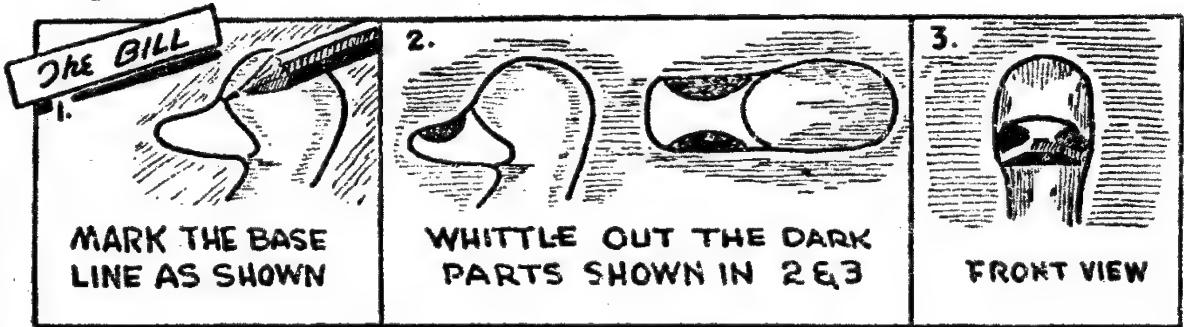




ROUND OFF THE HEAD, NECK & BODY AS SHOWN IN THE ABOVE 3 PICTURES. DO NOT CUT THE BILL YET. JUST THE PARTS SHOWN

The Bill

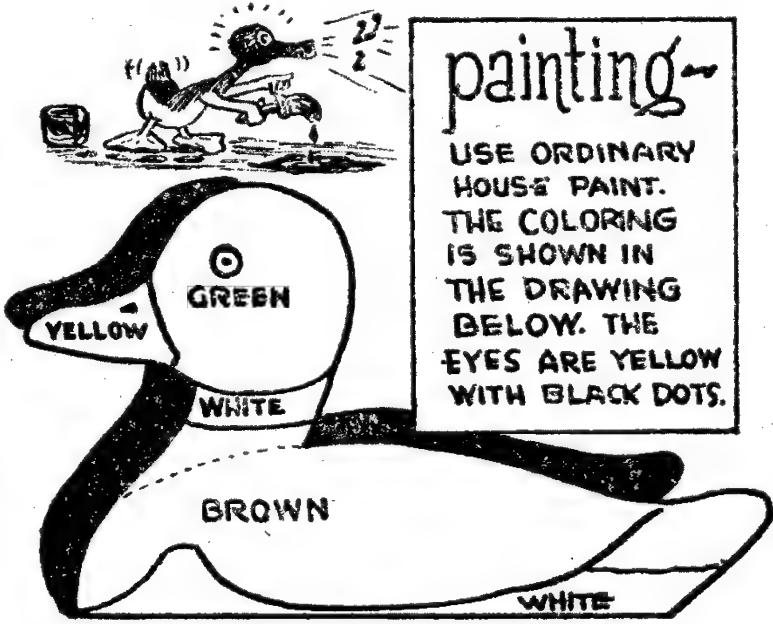
WILL BE FOUND A LITTLE HARDER TO DO THAN THE REST OF THE BIRD.
AS BEFORE - FOLLOW THE PICTURES AND WORK FROM THEM.



finishing →

SANDPAPER THE DUCK TILL IT IS SMOOTH. DO NOT LEAVE ANY MARKS AS THEY WILL SPOIL THE FINISH WHEN YOU HAVE PAINTED YOUR WORK.

Now to
Paint ---



painting →

USE ORDINARY HOUSE PAINT. THE COLORING IS SHOWN IN THE DRAWING BELOW. THE EYES ARE YELLOW WITH BLACK DOTS.

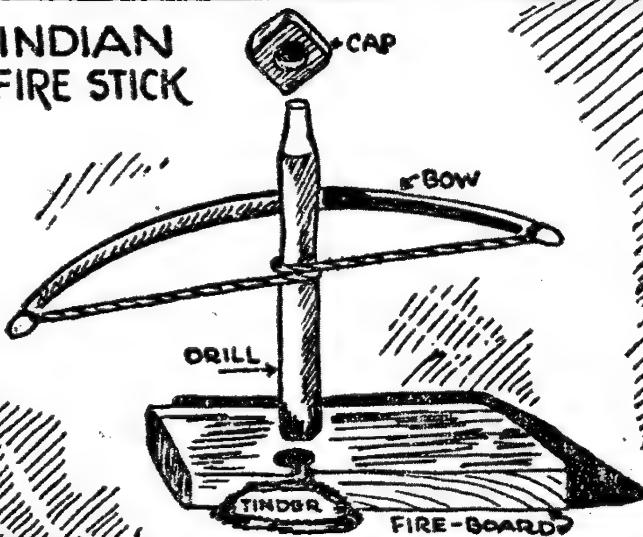
CAMP-KINKS and WOODCRAFT

FIRST A CURL OF BIRCH BARK DRY AS IT CAN BE, THEN SOME TWIGS OF SOFTWOOD, DEAD, BUT ON A TREE, LAST OF ALL SOME PINE-KNOTS TO MAKE A KITTLE FOAM.

AND THERE'S A FIRE TO MAKE YOU THINK YOU'RE SETTING RIGHT AT HOME.

E.T. SETON
"TWO LITTLE SAVAGES"

INDIAN FIRE STICK



CONSTRUCTION

The FIRE-BOARD - A PIECE OF SOFT-WOOD $\frac{5}{8}$ "X12"X3".
DRILL - $\frac{5}{8}$ " THICK BY 12" LONG.

BOW - A 30" BRANCH WITH A LEATHER THONG-TIE AS SHOWN.
TINDER - FINELY SHREDDED CEDAR BARK. MAKE SURE YOUR TINDER IS DRY.

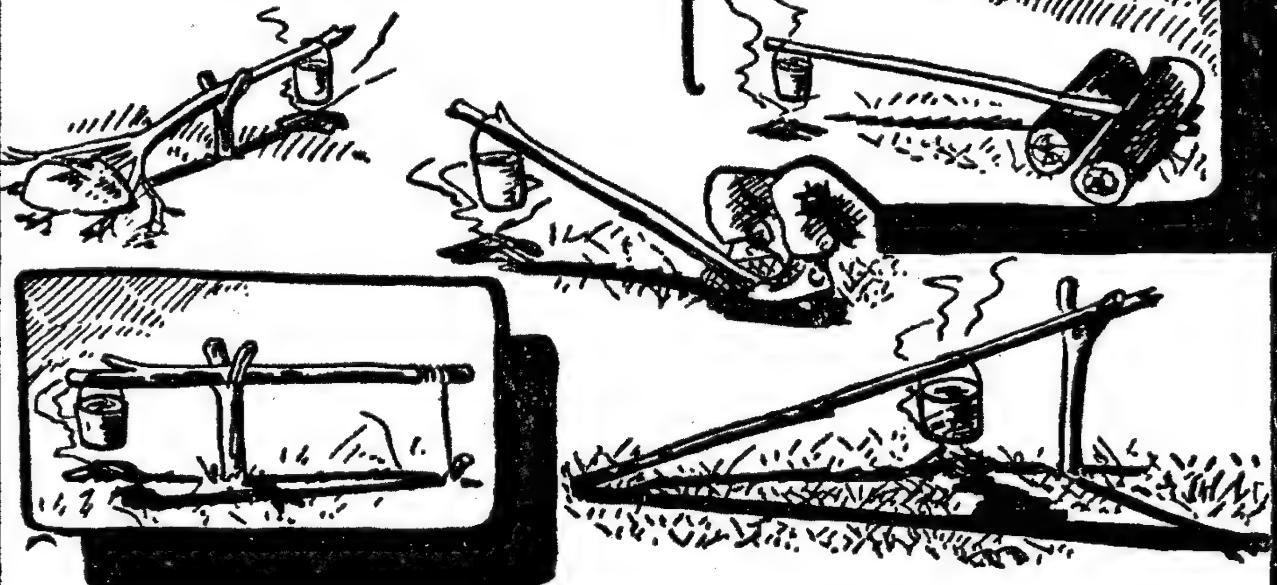
KINDLING -



SHAVING CLUSTER

THIS FUZZ-STICK IS MADE FROM A 12" PIECE OF SOFT WOOD. STACK WOOD AROUND IT AFTER IT HAS BEEN LIT.

POT HANGERS



CAMP KINKS *and* WOODCRAFT

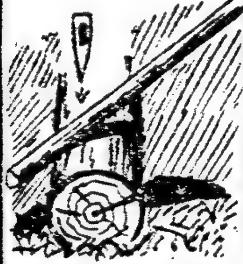


SAFETY FIRST
DULL TOOLS
CAUSE
ACCIDENTS.
MAKE SURE YOUR
AXE IS SHARP

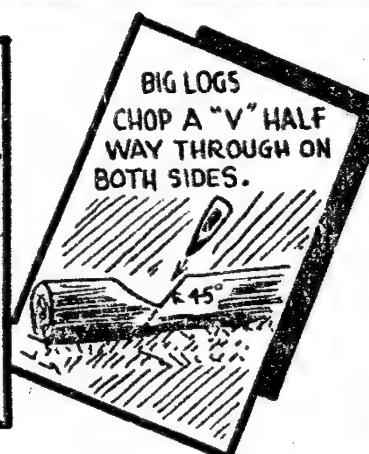
SHARPEN THE
AXE WITH AN
AXE STONE.
USE A CIRCULAR
MOTION - THUS



SMALL STICKS
SHOULD BE CHOPPED
ON A LOG OR STUMPR



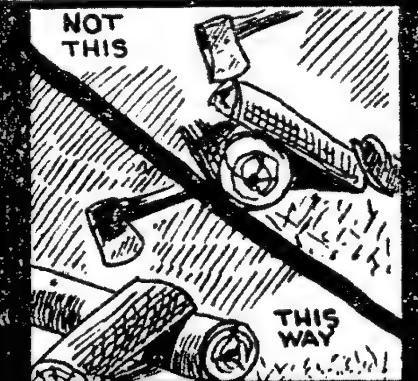
BIG LOGS
CHOP A "V" HALF
WAY THROUGH ON
BOTH SIDES.



ALWAYS HOLD SMALL
STICK LIKE THIS WHEN
YOU SPLIT IT. LIFT BOTH
AXE & STICK TOGETHER
& BRING DOWN HARD.



NOT
THIS

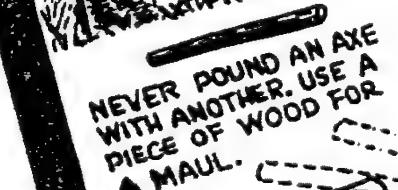


TO TRIM OFF TWIGS
START AT THE BUTT
END AND WORK
TO THE TOP.



LARGE LOGS ARE
SPLIT WITH A WEDGE

NEVER POUND AN AXE
WITH ANOTHER. USE A
PIECE OF WOOD FOR
A MAUL.



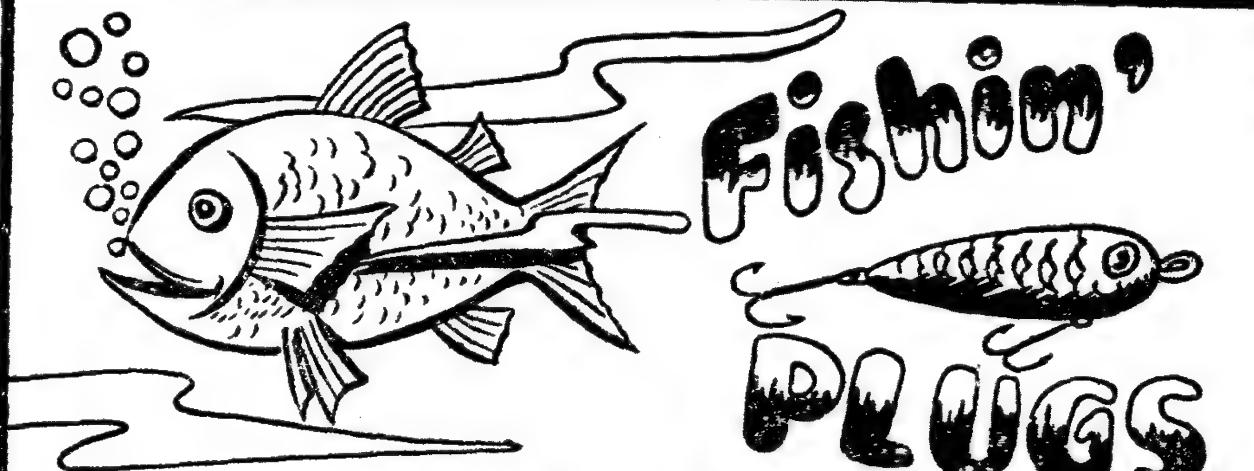
DON'T BE A BEAVER.
FELL YOUR TREE THIS WAY

FALL
THIS
WAY



PEGS -
OR POINTED STAKES
ARE MADE AS SHOWN
BELOW -

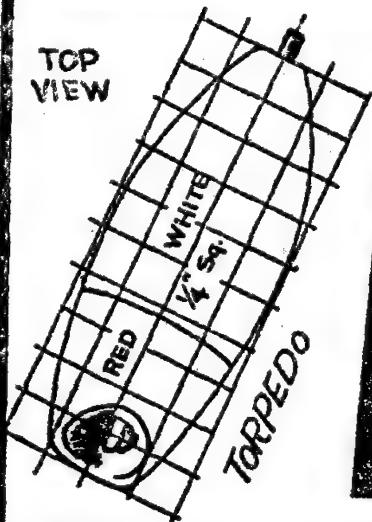




 OUR FISHING LURE STOCK CAN BE BUILT UP WITH A LITTLE JACKKNIFE WORK AND PATIENCE. IF YOU CANNOT AFFORD A LARGE VARIETY OF PLUGS, YOU CAN MAKE YOUR OWN.

A WHITE-CEDAR POST- THAT IS CLEAR GRAINED- IS CUT INTO 6" LENGTHS X $1\frac{1}{2}$ " SQUARE. THIS WILL GIVE YOU THE BASE FOR A LARGE VARIETY. OTHERS CAN BE MADE SHORTER AND THINNER. ALWAYS CHOOSE A STRAIGHT GRAINED PIECE OF WOOD THAT IS FREE FROM KNOTS.

TOP VIEW

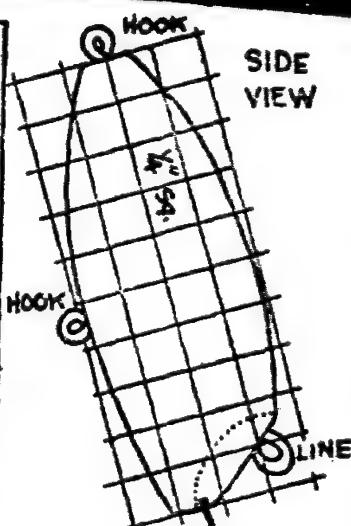


 SQUARE OFF A PIECE OF STIFF CARDBOARD INTO $\frac{1}{4}$ " SQUARES AND SKETCH IN THE DRAWING OF THE LURE YOU WISH TO MAKE. CUT OUT YOUR DRAWING AND USE IT TO MARK OUT YOUR LURE ON THE WOOD.

NOTE

SAVE YOUR PATTERNS. YOU MAY NEED THEM LATER ON.

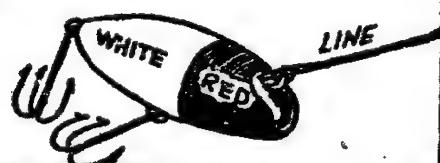
SIDE VIEW



RED & WHITE "TORPEDO"

WHITTLE THIS PLUG FROM A $2\frac{3}{4}$ " X $1\frac{1}{4}$ " Sq. BLOCK. ALWAYS USE OVER-SIZE PIECES SO THAT YOU DO NOT MAKE THE PLUG TOO SMALL. MAKE THIS ONE ROUND AND SCOOP OUT THE FRONT END. DRILL HOLES FOR THE SCREW EYES. COUNTER-SINK THE EYE SLIGHTLY.

LACQUER THIS ONE RED AND WHITE AS MARKED.



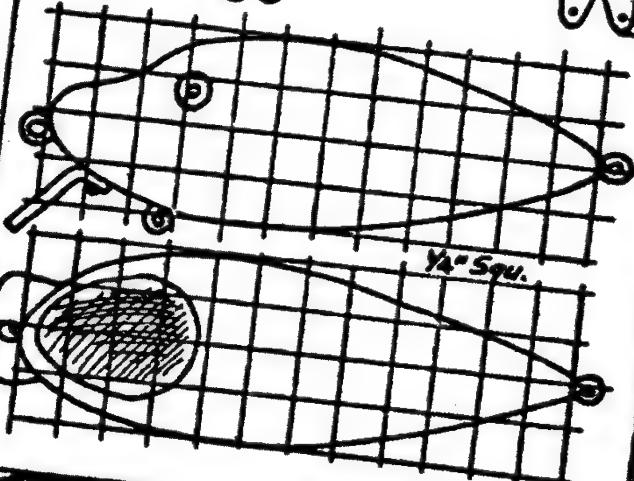
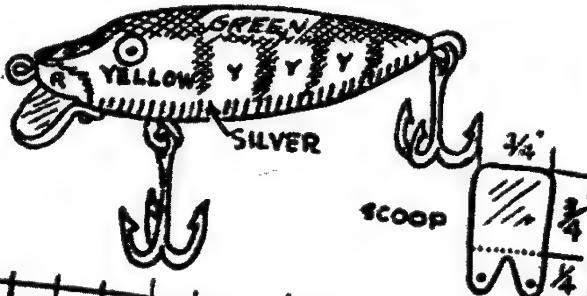
1-2-2

TRY SOME OF THESE PATTERNS. THEY ARE MADE WITH GANG HOOKS, TIN, SCREW-EYES AND SCREW NAILS.

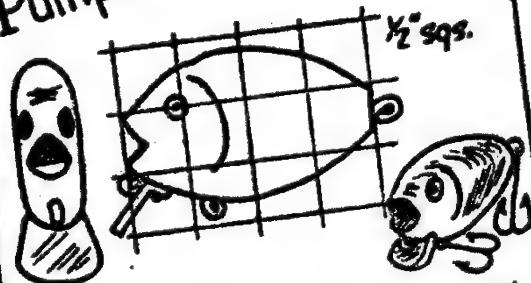
WIGGLE MINNOW

THIS ONE IS ROUNDED OFF FIRST AND THE SCOOPED PART ABOVE THE EYES IS CUT OUT. USE BEADS FOR THE EYES. THE TIN SCOOP BELOW THE NOSE IS SCREWED ON. THIS SCOOP IS $\frac{3}{4}'' \times \frac{3}{4}''$ WITH A $\frac{1}{4}''$ FLAP DRILLED FOR THE SCREWS.

WIGGLE MINNOW



Pumpkin Seed

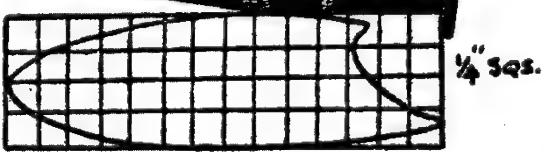


1 HIS QUAIN LITTLE FELLOW IS EASY. HE IS 2" LONG BY $\frac{1}{4}$ " HIGH AND $\frac{1}{2}$ " WIDE. SAW HIM OUT AND ROUND OFF THE EDGES. SET GANG HOOKS IN THE TAIL AND BEHIND THE SCOOP. THE LINE IS FASTENED BELOW THE MOUTH. THE SCOOP IS MADE THE SAME AS ON THE WIGGLE MINNOW. THE MOUTH IS RED. THE FACE IS LIGHT BLUE. THE BACK IS BLUE WITH YELLOW SIDES AND A WHITE BELLY. USE BEADS FOR THE EYES. PAINT THE GILLS BLACK.

V-MOUTH

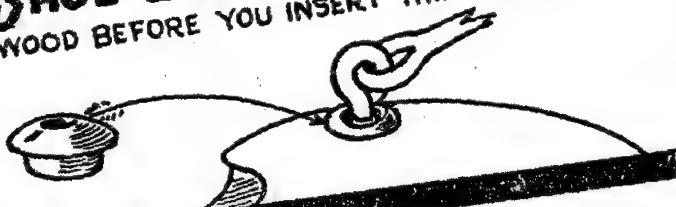


MAKE THIS ONE FROM LONG. IT IS ROUNDED OFF AND GANG HOOKS ARE SET IN. PAINT THE MOUTH RED. THE BODY SILVER. THE 'V' MARKS ARE PAINTED BLACK. USE BEADS FOR THE EYES.



V-MOUTH

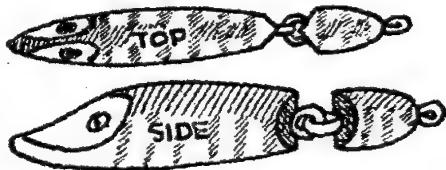
SHOE EYELETS ARE SET INTO THE WOOD BEFORE YOU INSERT THE SCREW-EYE.



SMALL SCREW-EYES CAN BE PURCHASED AT ANY HARDWARE COUNTER. THE SIZES REQUIRED VARY, SO GET AN ASSORTMENT.

HINGED PLUGS

ARE JOINED TOGETHER WITH 2 SCREW-EYES. THIS ALLOWS THE TAIL TO SWING IN AN ARC.



Painting

ALWAYS USE A GOOD PAINT. GIVE YOUR PLUG 2 COATS OF PAINT AND 2 COATS OF CLEAR VARNISH. TRY TO GET A HIGH GLOSS FINISH.

"SWIVEL-TAIL"

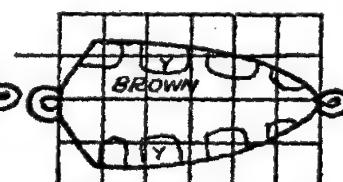
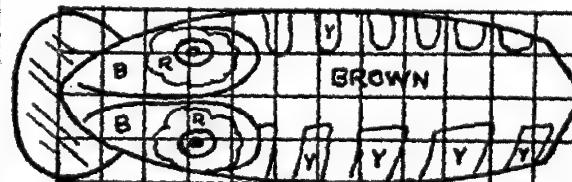
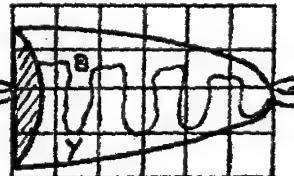
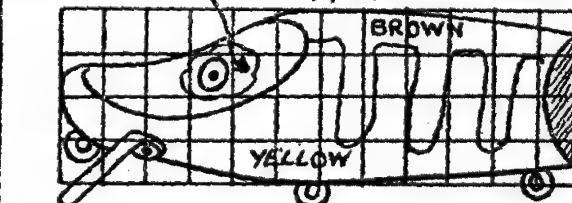
THIS ONE IS MADE IN 2 PIECES WHICH ARE HINGED TOGETHER. THREE SETS OF HOOKS ARE USED. START OFF WITH A 1" SQ. PIECE OF WOOD. THE FRONT END IS 3" LONG, AND THE TAIL IS 1½" LONG.

RED

¼" SQS.

BROWN

YELLOW



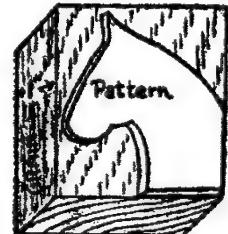
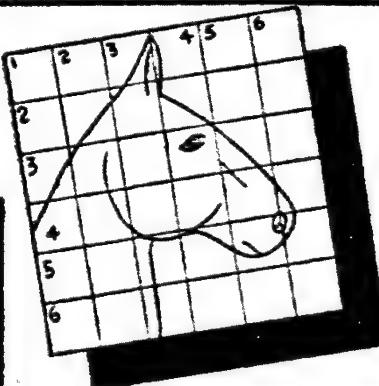
B-BROWN Y-YELLOW R-RED



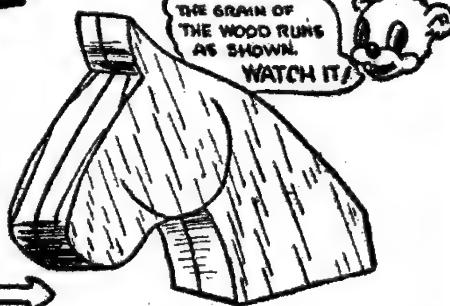
HORSE'S Head



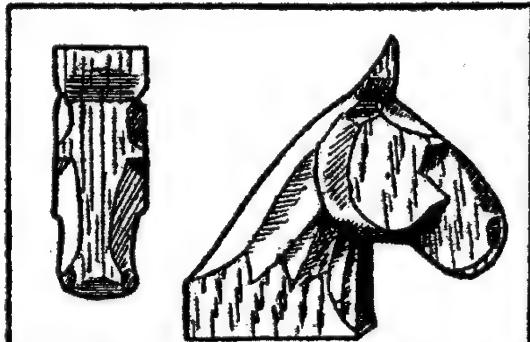
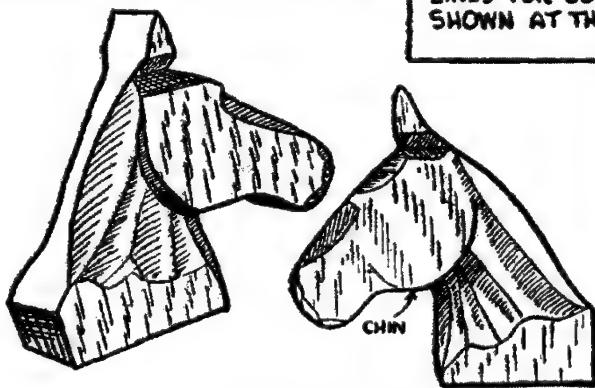
LAY OUT $\frac{1}{2}$ " SQUARES ON A PIECE OF CARDBOARD. YOU SHOULD HAVE SIX SQUARES ACROSS AND SIX DOWN. SKETCH IN THE HEAD OF THE HORSE AND CUT IT OUT. NEXT, LAY THE CUTOUT HEAD ON A 1" THICK PIECE OF SOFT WOOD, AND TRACE AROUND IT WITH A SOFT PENCIL. CUT THE ROUGH MODEL OUT WITH A COPING SAW.



→ ZIG-ZAG ↓

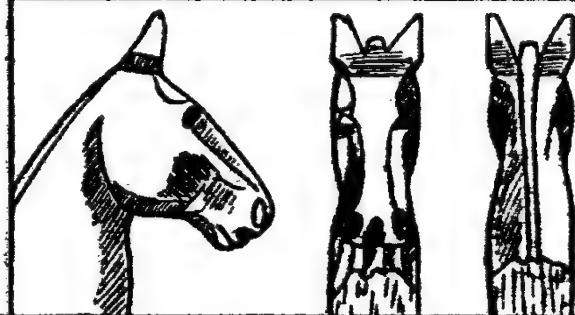


AFTER YOU HAVE SAWN OUT THE ROUGH BLOCK, MARK IN A CENTER LINE ALL AROUND THE HEAD. MARK IN THE GUIDE LINES FOR CUTTING AS SHOWN AT THE RIGHT.



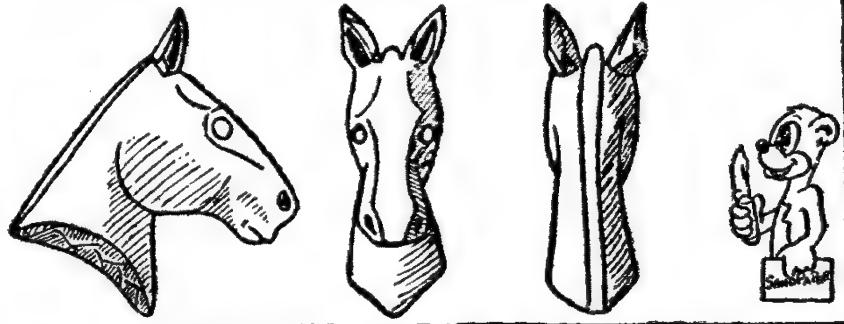
CUT IN AT THE BASE OF THE EARS AND ALONG THE BACK OF THE NECK. CUT DOWN ABOUT $\frac{1}{8}$ in. WHERE THE HEAD MEETS THE NECK. ROUGHLY ROUND OFF THE NECK AND HEAD. CUT IN ON THE HEAD ABOVE AND BELOW THE EYES AS ILLUSTRATED.

FOLLOW THE STEPS INDICATED IN THIS PANEL. CUT DOWN THE NOSE OF THE HORSE AND CUT THE CHEEK AT AN ANGLE. MAKE A SMALL CUT FOR THE NOSTRILS.

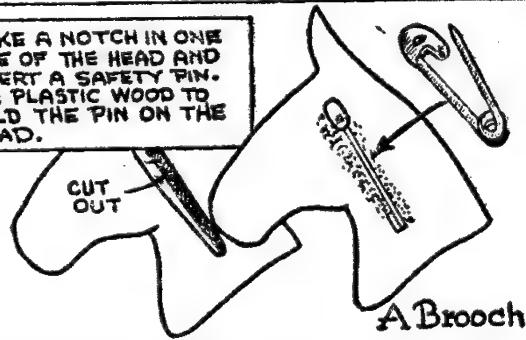


B REMOVE THE WOOD FROM BETWEEN THE EARS. LEAVE A LITTLE KNOB IN THE CENTER FOR THE MANE. MAKE A SLIGHT RIDGE ALONG THE BACK OF THE NECK TO REPRESENT THE MANE. "V" MARK FOR THE MOUTH AND ROUND OFF THE NOSE. MAKE A SLIGHT ROUND CUT IN BETWEEN THE NOSTRILS, AND ABOVE THE UPPER LIP.

THE EARS ARE CUT TO SHAPE. THE CENTER OF THE EARS ARE NOTCHED OUT. THE EYES ARE CIRCLES WITH A SHALLOW CHANNEL AROUND THEM TO MAKE THEM STAND OUT. CUT THE NECK OFF ON AN ANGLE AS ILLUSTRATED. MAKE A SHALLOW NOTCH IN EACH OF THE NOSTRILS. SANDPAPER THE HEAD TO A SMOOTH FINISH.



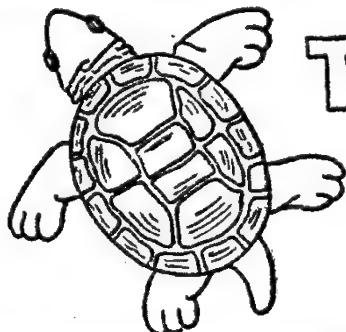
MAKE A NOTCH IN ONE SIDE OF THE HEAD AND INSERT A SAFETY PIN. USE PLASTIC WOOD TO HOLD THE PIN ON THE HEAD.



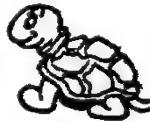
CUT OUT

A Brooch

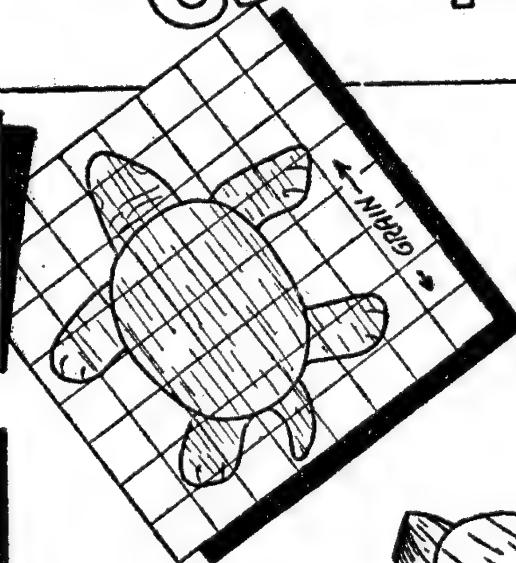
PAIN THE HEAD ANY COLOR YOU WISH. LEAVE A WHITE STAR ON THE FOREHEAD AND A WHITE NOSE. THE EYE IS WHITE WITH A BLACK DOT FOR THE PUPIL. A COAT OF CLEAR NAIL POLISH WILL GIVE IT A GLOSSY FINISH.



TURTLE "GLAMOR" PIN

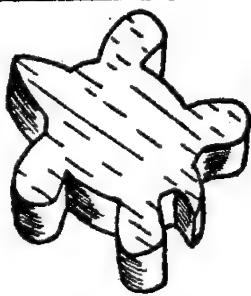


SQUARE OFF A PIECE OF CARDBOARD INTO $\frac{1}{2}$ " SQUARES. SKETCH IN THE TOP VIEW OF THE TURTLE AS SHOWN IN THE SQUARED PICTURE AT THE RIGHT. CUT OUT THE DRAWING WITH A SHARP KNIFE OR SCISSORS.



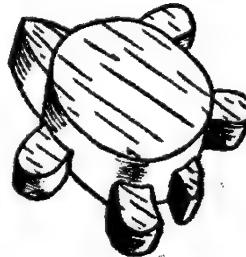
LEAVE YOUR CUTOUT OF THE TURTLE ON A PIECE OF SOFT WOOD AND TRACE AROUND IT WITH A SOFT PENCIL. THE WOOD IS $\frac{3}{4}$ " THICK BY 4" X 4".

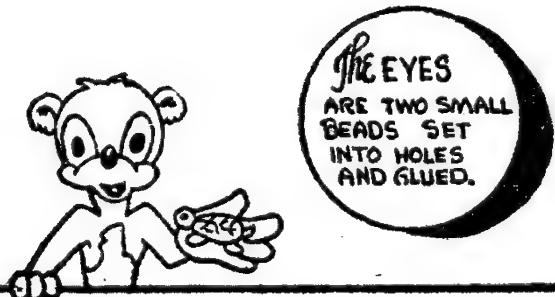
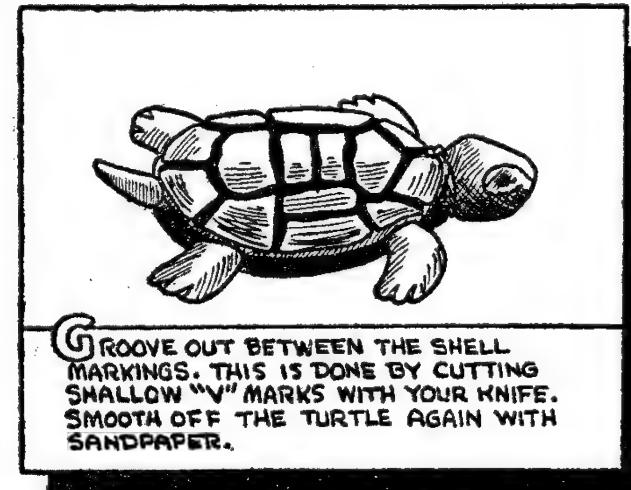
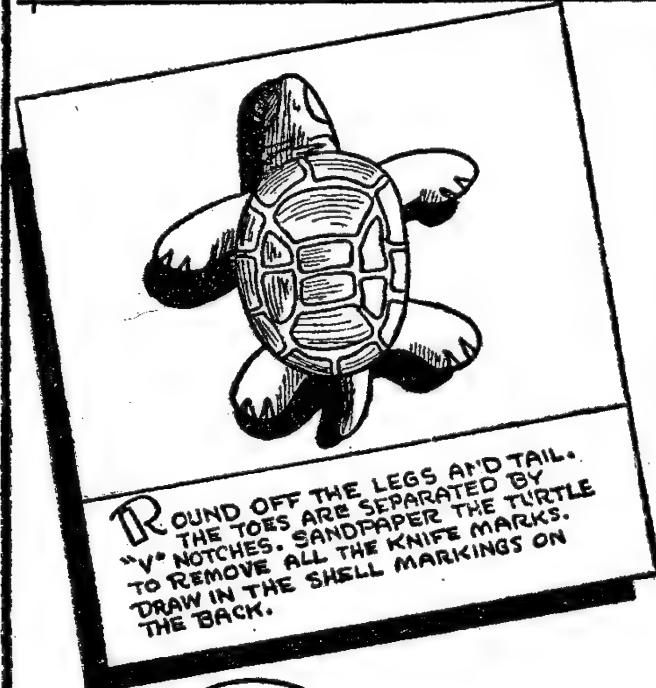
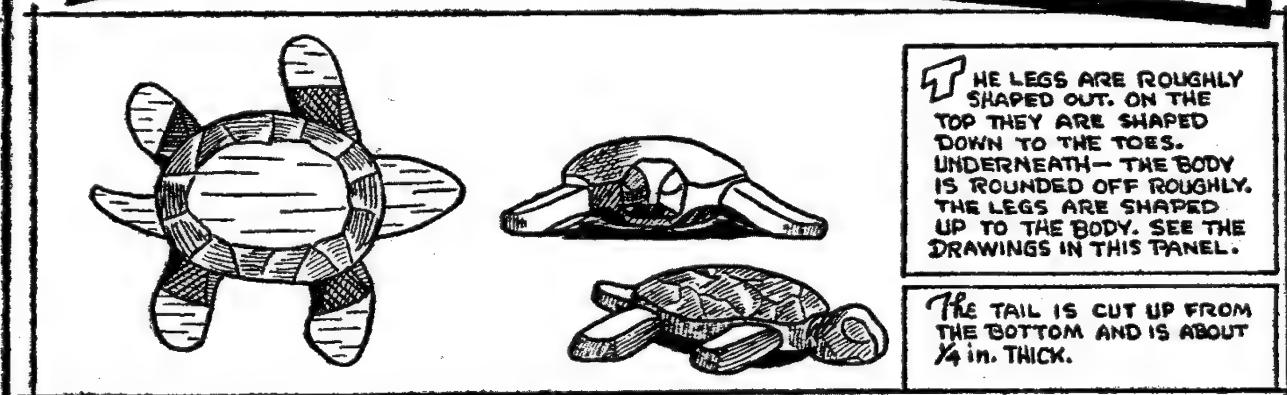
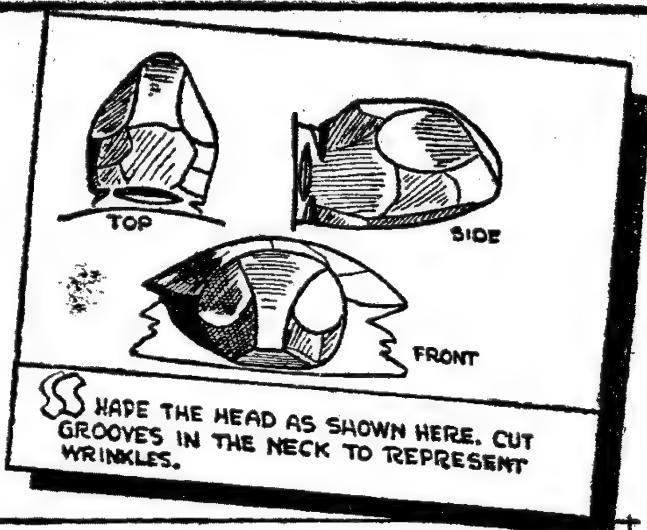
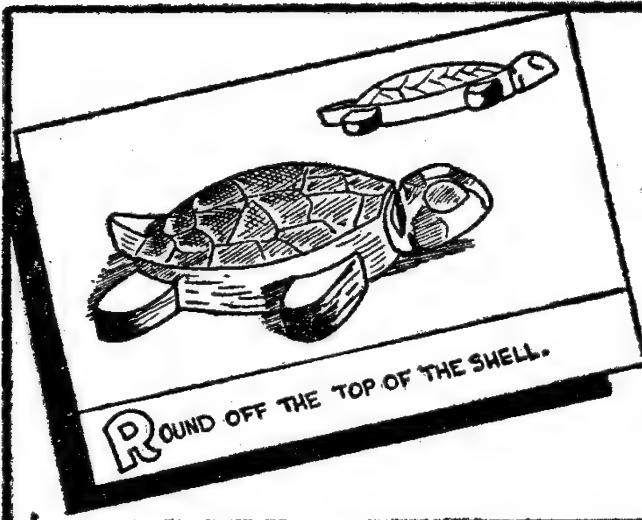
BE SURE THE GRAIN RUNS FROM HEAD TO TAIL.

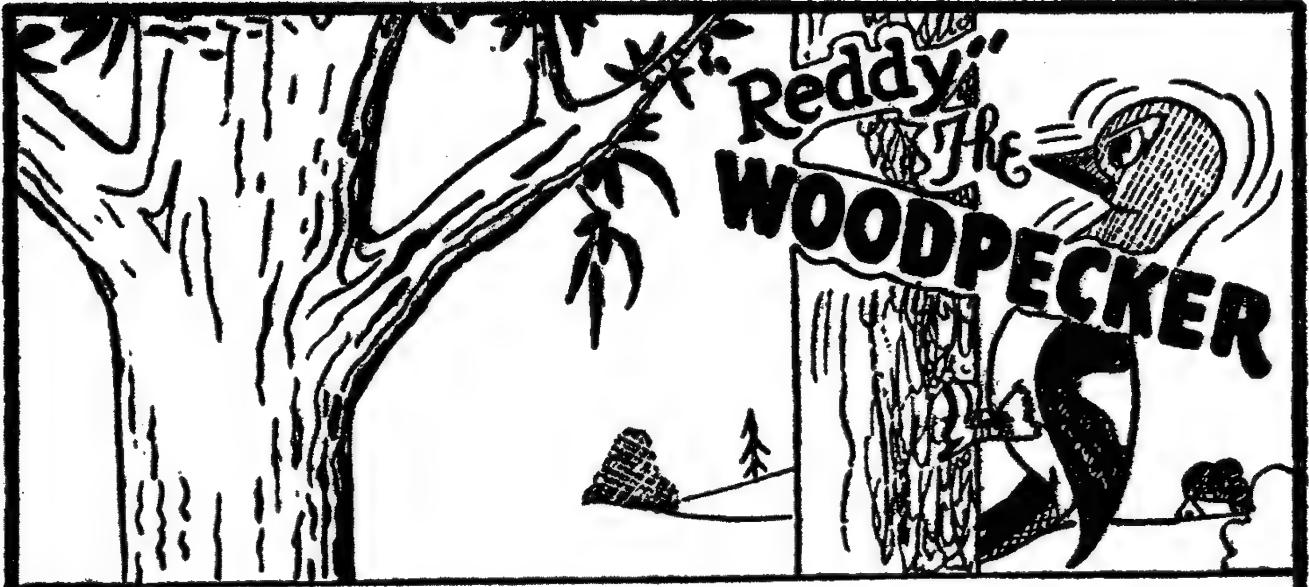


SAW OUT THE ROUGH MODEL WITH A COPING SAW.

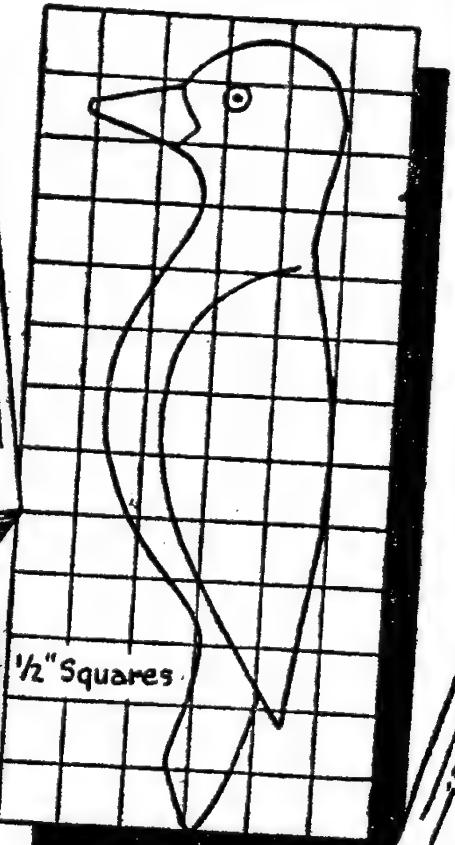
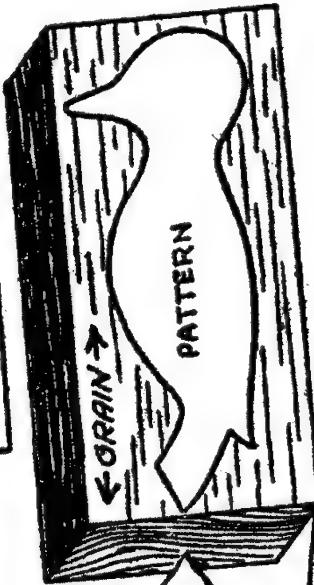
CUT THE LEGS AND TAIL DOWN TO $\frac{3}{8}$ " IN. THICKNESS AND THE HEAD $\frac{5}{8}$ " IN. THICK.



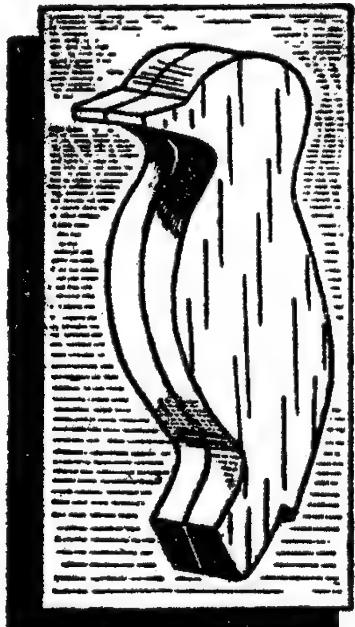




SQUARE OFF A PIECE OF CARDBOARD INTO $\frac{1}{2}$ " SQUARES. DRAW THE SIDE VIEW OF THE WOODPECKER-USING THE SQUARES AS GUIDES. CUT YOUR DRAWING OUT WITH A SHARP KNIFE, AND LAY IT ON A 2" THICK PIECE OF SOFT WOOD. MARK AROUND YOUR PATTERN WITH A SOFT PENCIL.



THE GRAIN OF THE WOOD SHOULD RUN AS SHOWN.

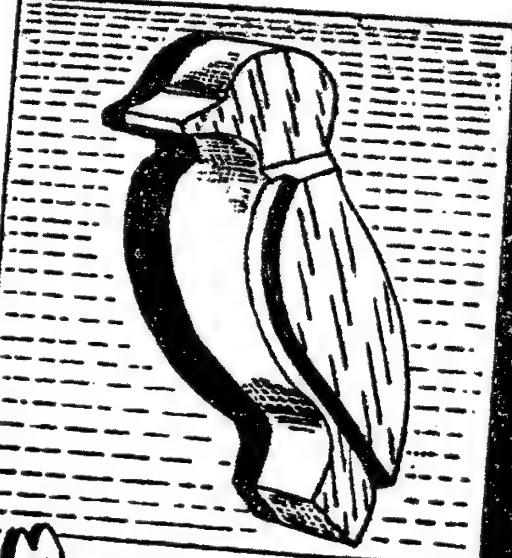


GUT OUT YOUR ROUGH MODEL WITH A COPING SAW. DRAW A CENTER LINE ALL AROUND THE MODEL.

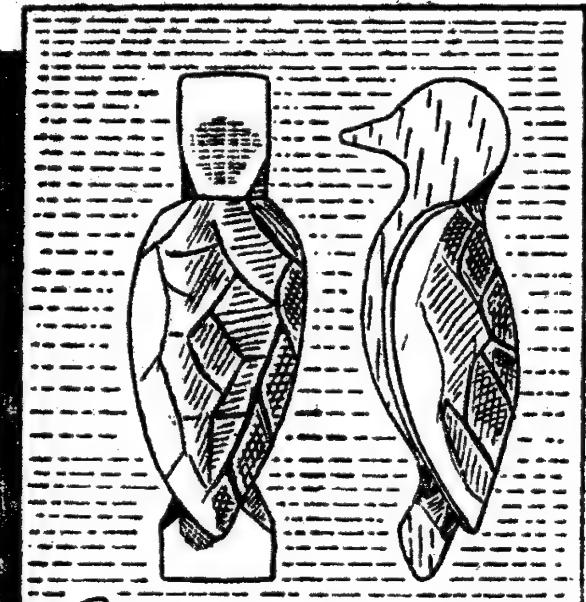




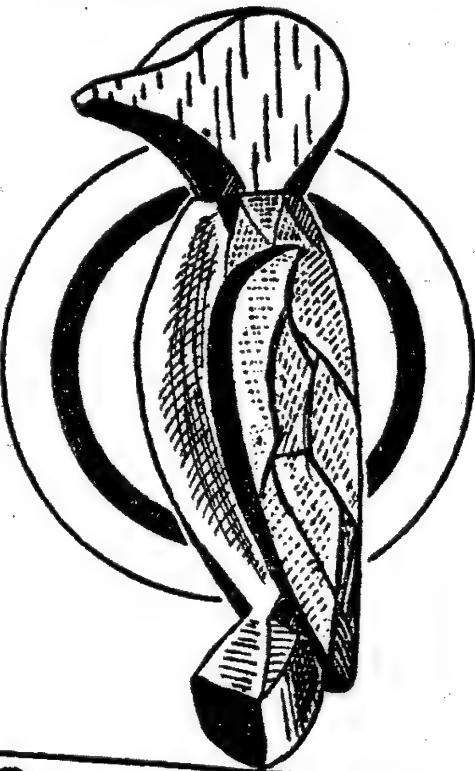
Shape the head and neck are cut down to 1" thickness. Slope the shoulders.



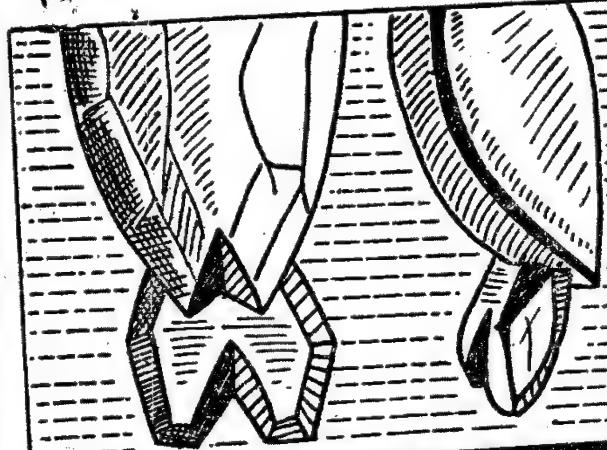
Mark in the wings on the sides and cut them down $\frac{1}{8}$ " into the front of the body.



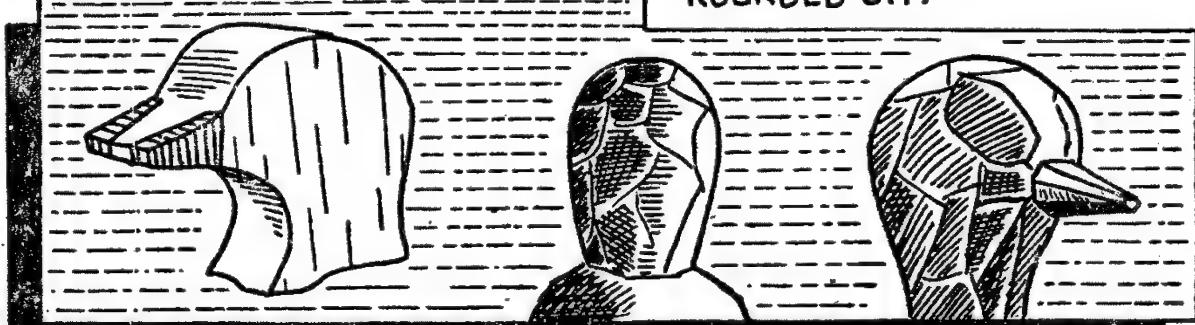
Shape the body and tail as shown here. The back is rounded off from wing edge to wing edge. The tail is $1\frac{1}{4}$ " wide.



Round off the belly. Start at the wing edges.



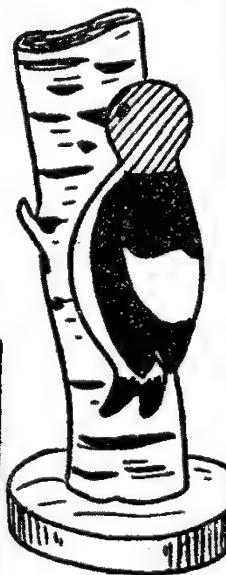
THE TAIL IS ROUGHLY SHAPED. CUT A DEEP 'V' INTO IT AS SHOWN. MAKE A SMALL 'V' AT THE WING TIPS.



SHAPE THE HEAD AND BILL AS SHOWN IN THIS PANEL. THE BILL IS SHAPED LIKE A CONE, AND THE HEAD IS ROUNDED OFF.



PAINT THE BIRD AS SHOWN. THEN FASTEN IT TO A ROUND PIECE OF WOOD - WHICH HAS A BASE - AND YOU HAVE A DESK NOVELTY.



SANDPAPER THE BIRD. USE COARSE SANDPAPER SO THAT YOU WILL HAVE A ROUGH FINISH. THE BILL SHOULD BE FINISHED OFF WITH FINE SANDPAPER.



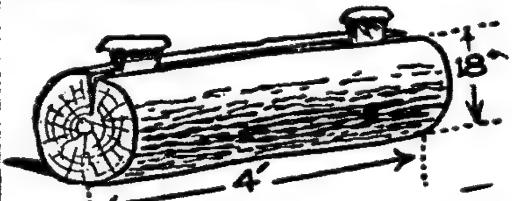
| | |
|---|-------|
| ■ | RED |
| ■ | BLACK |
| □ | WHITE |

THIS RUSTIC BENCH

IS IDEAL FOR YEAR ROUND USE AT CAMP SITES OR IN THE BACK YARD.

USE ANY AVAILABLE LOG, ALTHOUGH HARD WOOD SUCH AS OAK, LOCUST, OR BLACK WALNUT IS BEST....

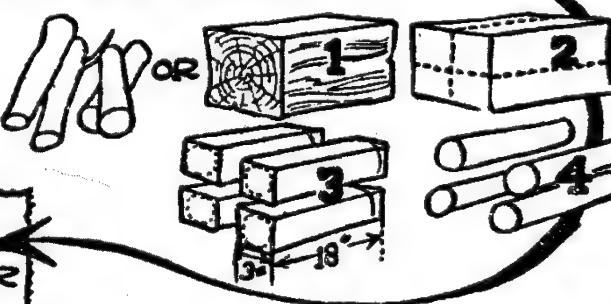
SELECT A STRAIGHT PIECE ABOUT 4 FEET LONG AND 18 INCHES IN DIAMETER....THEN DRIVE TWO WEDGES IN PERPENDICULAR TO THE GROUND.



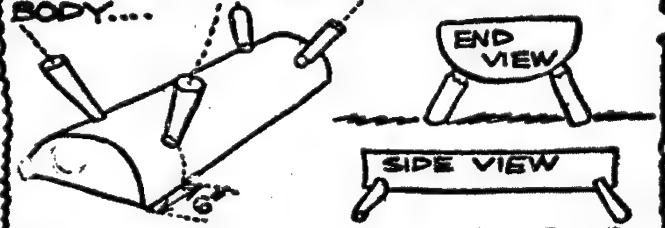
WHEN THE LOG SPLITS, YOU HAVE THE MAKINGS OF TWO BENCHES. PLANE OR ADZE OFF ANY SHARP SPLINTERS, AND ROUGHLY LEVEL OFF THE SITTING SURFACE. BARK MAY BE REMOVED OR RETAINED.



NEXT SELECT OR MAKE FOUR STOUT LEGS...



SLIGHTLY TAPER THE LEGS, AND INSERT THEM IN HOLES BORED AT AN ANGLE, ABOUT 6 OR 8 INCHES FROM EITHER END OF THE BODY....



IF YOU WISH, YOU MAY SANDPAPER THE BENCH, SMOOTH AND STAIN AND VARNISH IT... SMALL "FOOTSTOOL" VERSIONS OF THIS BENCH MAY BE MADE BY SIMPLY REDUCING THE SIZE OF THE LOG USED...

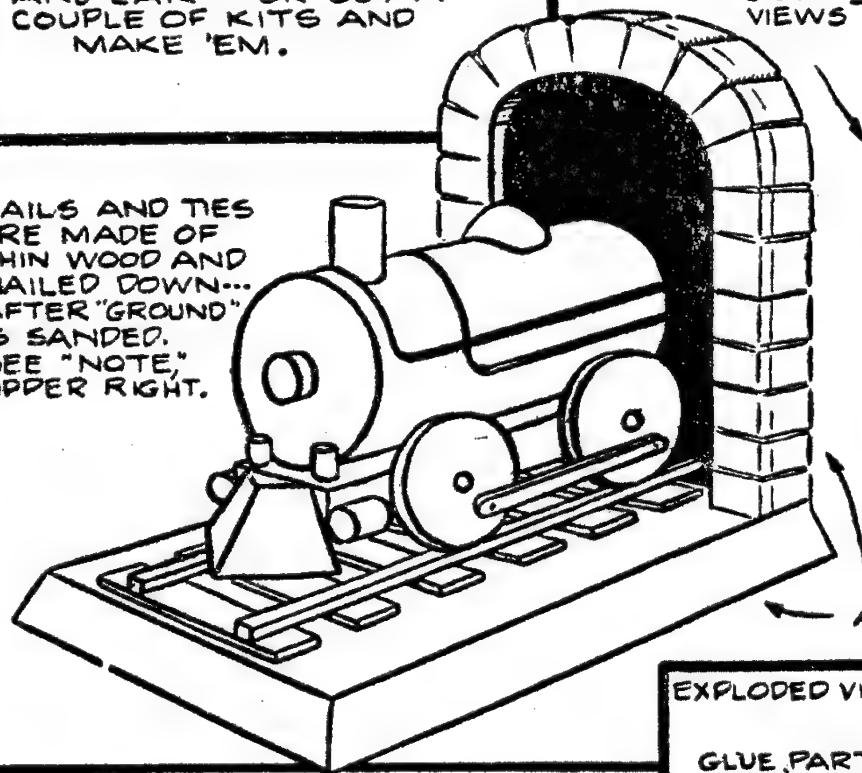
MAKE THESE ALL WOOD TRAIN and TUNNEL BOOK ENDS

RIGHT THROUGH THE BOOKS!

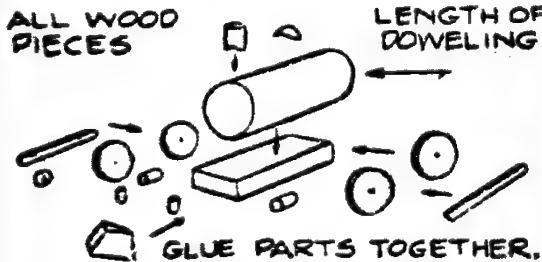
HERE'S A PAIR OF BOOK ENDS THAT WILL MAKE YOUR PALS SIT UP AND TAKE NOTICE. THEY'RE EASY TO MAKE, TOO! IF YOU WANT TO SAVE TIME, CUT DOWN AN OLD TOY LOCOMOTIVE AND CAR---OR BUY A COUPLE OF KITS AND MAKE 'EM.

NOTE! TO GIVE THE "GROUND" AND STONE WORK ON THE TUNNELS A REALISTIC FINISH, PAINT WITH SHELLAC AND DUST SAND ONTO IT BEFORE IT DRIES.

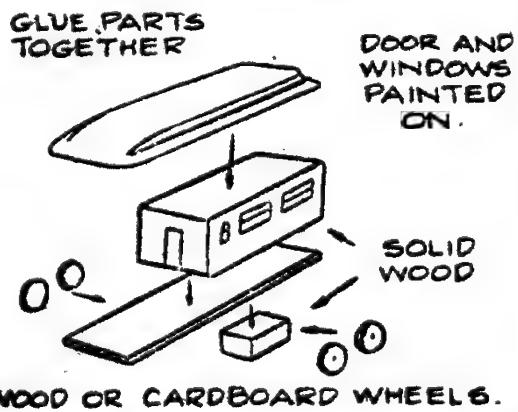
RAILS AND TIES ARE MADE OF THIN WOOD AND NAILED DOWN... AFTER "GROUND" IS SANDED. SEE "NOTE" UPPER RIGHT.



EXPLODED VIEW OF LOCOMOTIVE

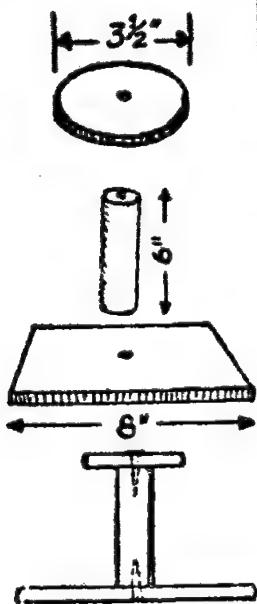


EXPLODED VIEW OF OBSERVATION CAR

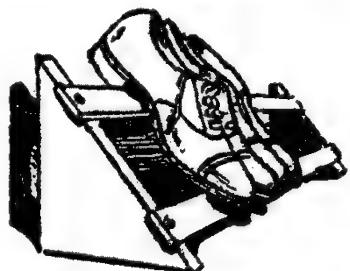
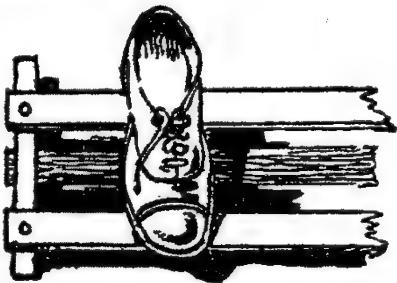


CLOTHES CLOSET

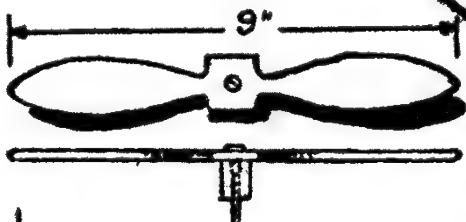
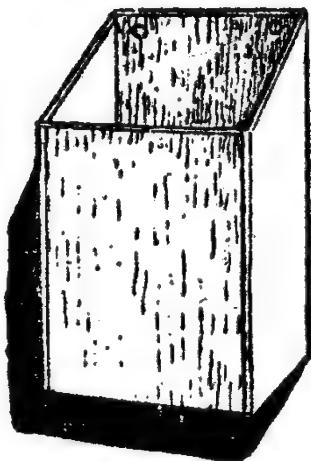
HAT RACKS WILL KEEP YOUR HATS FREE FROM ACCUMULATING DUST ON SHELVES! USE SOFT PINE WOOD (ABOUT 4-PLY) AND BE SURE TO SAND THE CIRCULAR TOP SMOOTH AFTER CUTTING WITH BAND SAW.



THE SIZE OF YOUR SHOE RACKS WILL DEPEND ON THE SIZE OF YOUR CLOSET, BUT BY FOLLOWING DIAGRAMS AT LEFT, YOU CAN EASILY BUILD THIS ESSENTIAL CLOSET ITEM!



AN ACCESSORY BOX IS A HANDY GADGET TO TACK ONTO THE DOOR OF YOUR CLOSET. USE IT TO HOLD YOUR CUFF LINKS, TIE CLIP, COLLAR PIN, AND OTHER SMALL THINGS THAT MIGHT OTHERWISE BECOME EASILY MISPLACED.



AN INTERESTING - AND PRACTICAL - TIE RACK CAN BE FASHIONED LIKE AN AIRPLANE "PROP." DRAW YOUR DESIGN CAREFULLY ON THE WOOD BEFORE CUTTING! USE VERY SOFT WOOD SUCH AS PINE OR SPRUCE. ALMOST ANY OLD LUMBER CAN BE USED TO MAKE THE ARTICLES ON THIS PAGE!



P.S. - SHOE TREES PLACED IN SHOES IMMEDIATELY AFTER WEARING WILL PROLONG THEIR LIFE MANY MONTHS!

For a Rainy Day

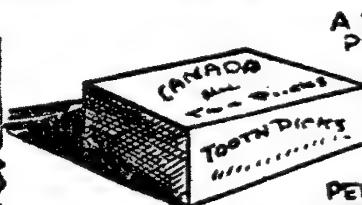


TOOTHPICK TOYS

Material



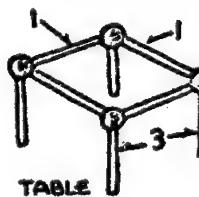
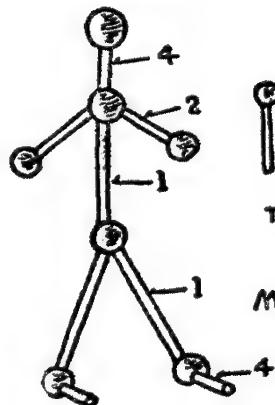
SOAK THE PEAS IN WATER. THEY SHOULD BE SOAKED UNTIL THEY ARE SOFT ENOUGH TO PERMIT THE TOOTHPICKS TO BE INSERTED EASILY.



A BOX OF TOOTHPICKS.

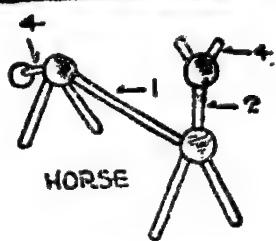
PENKNIFE FOR CUTTING AND SHARPENING THE TOOTHPICKS.

Cut A NUMBER OF TOOTHPICKS INTO $\frac{1}{4}$ LENGTHS, $\frac{1}{2}$ LENGTHS AND $\frac{3}{4}$ LENGTHS. SHARPEN THE ENDS OF THE PIECES YOU CUT SO THAT THEY WILL GO INTO THE PEAS EASILY. ALSO SHARPEN A FEW LONG TOOTHPICKS. USE A SHARP KNIFE.

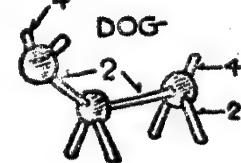


MAN

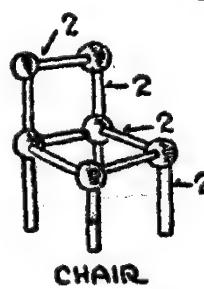
Follow THE KEY GIVEN HERE SO THAT YOU CAN FOLLOW THE NUMBERS ON THE DRAWINGS.
1 - 1 TOOTHPICK
2 - $\frac{1}{2}$ TOOTHPICK
3 - $\frac{3}{4}$ TOOTHPICK
4 - $\frac{1}{4}$ TOOTHPICK
THE CIRCLES IN THE DRAWINGS ARE PEAS - THE STRAIGHT LINES ARE TOOTHPICKS.



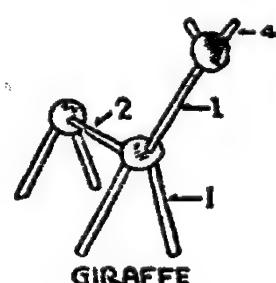
HORSE



DOG



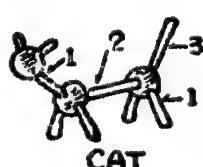
CHAIR



GIRAFFE



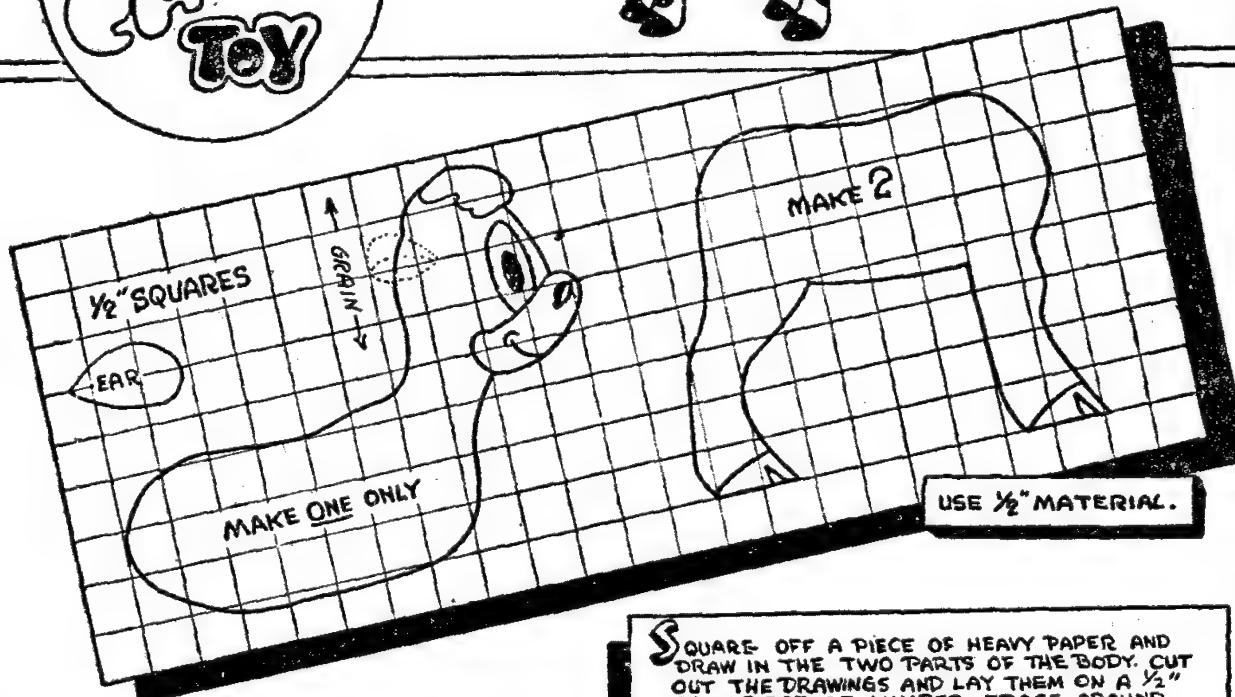
"I HAVEN'T HAD SO MUCH FUN SINCE I WUZ A BOY!"



GRANDPA

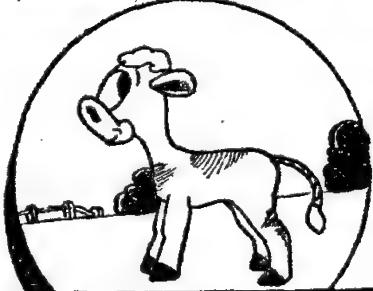
A LITTLE THOUGHT AND YOU CAN MAKE UP MANY MORE COMBINATIONS FROM THESE SIMPLE MATERIALS.

Pull
Calf
Toy



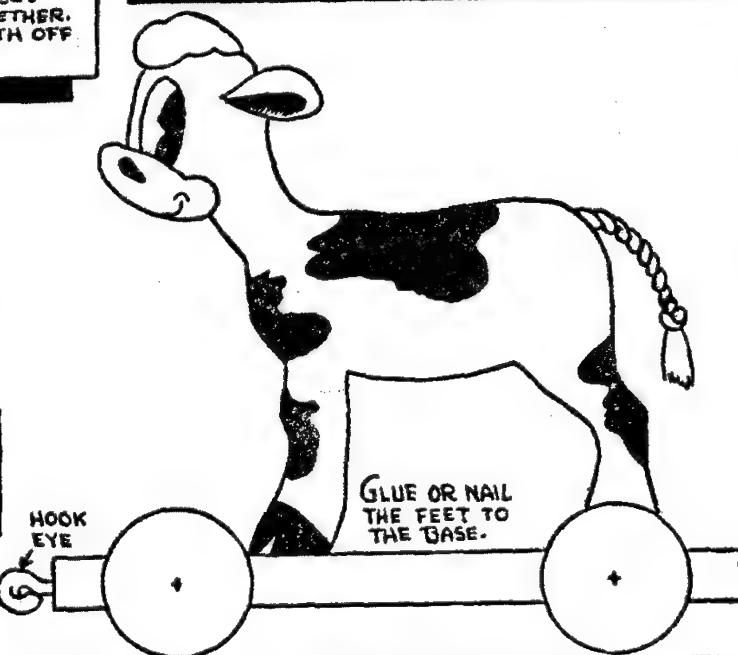
AFTER YOU HAVE CUT OUT THE 3 PIECES TO FORM THE BODY, GLUE THEM TOGETHER. TRIM OFF ANY OVERLAP AND SMOOTH OFF THE EDGES.

SQUARE OFF A PIECE OF HEAVY PAPER AND DRAW IN THE TWO PARTS OF THE BODY. CUT OUT THE DRAWINGS AND LAY THEM ON A $\frac{1}{2}$ " THICK PIECE OF LUMBER. TRACE AROUND THEM WITH A SOFT PENCIL.

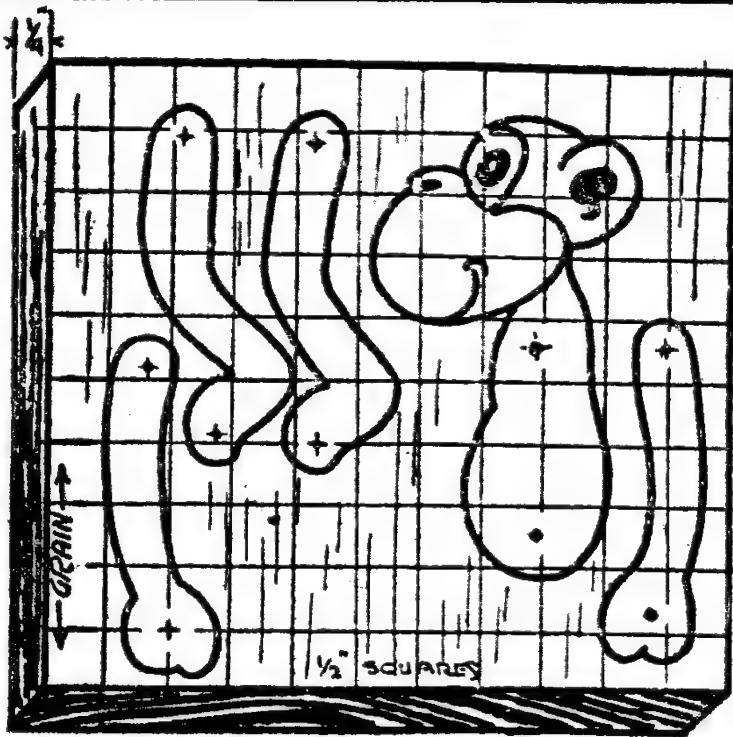


THE TAIL IS A PIECE OF HEAVY STRING GLUED TO THE BODY. THE EARS ARE PIECES OF CLOTH CUT AS SHOWN, FOLDED AND GLUED TO THE HEAD.

PAINT THE CALF BLACK AND WHITE OR BROWN AND WHITE. THE HOOFS BLACK. THE EYES ARE BLACK. THE BASE IS YELLOW, AND THE WHEELS RED.



THE WHEELS ARE $1\frac{1}{2}$ " CIRCLES CUT FROM $\frac{1}{4}$ " LUMBER AND SCREWED ONTO THE BASE. THE BASE IS $\frac{1}{2}$ " THICK BY 7" LONG BY 4" WIDE. SCREW A HOOK EYE INTO THE FRONT OF THE BASE FOR THE STRING.



① ON A $\frac{1}{4}$ INCH THICK PIECE OF WOOD — THAT MEASURES 5" X $5\frac{1}{2}$ " — DRAW $\frac{1}{2}$ " SQUARES. NEXT DRAW IN THE BODY AND ARMS AS SHOWN IN THE TOP SKETCH. BE SURE THE GRAIN OF THE WOOD RUNS AS SHOWN. SAW OUT THE PARTS WITH A FRETT SAW, AND DRILL THE HOLES MARKED +. SANDPAPER THE PARTS SAWN OUT TO GIVE A SMOOTH FINISH.

② TWO ROUND STICKS ARE REQUIRED FOR THE UPRIGHTS. THESE ARE 18" LONG. DRILL A HOLE $\frac{1}{2}$ " FROM THE TOP OF EACH OF THESE STICKS. ON ONE — SCREW A SCREW EYE 8" DOWN FROM THE TOP.

③ PINS OR NAILS ARE USED TO FASTEN THE ARMS AND LEGS TO THE BODY AND UPRIGHTS. (SEE SKETCH AT RIGHT) BEFORE FASTENING THE HANDS TO THE UPRIGHT — INSERT THIS STICK INTO THE SCREW EYE. THE TAIL IS A PIECE OF STRING — GLUED INTO A HOLE IN THE BODY.

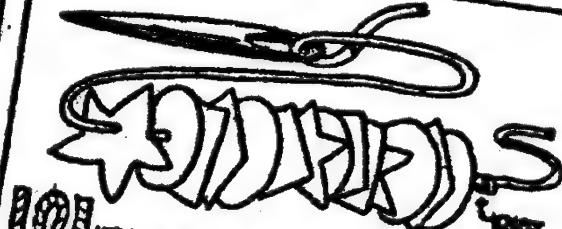
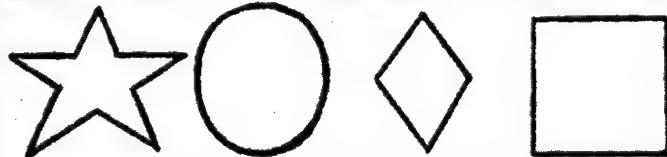


Paper SNAKE ON A STICK

PAPER, THREAD AND AN 18 INCH LONG STICK PLUS A LITTLE EFFORT WILL PRODUCE THIS TOY SNAKE.

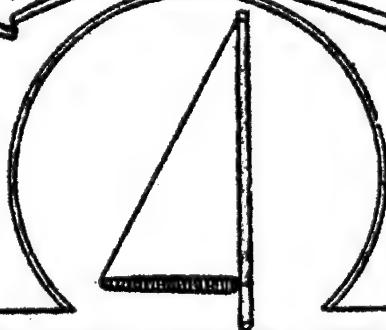


1. FIRST OF ALL GET SOME COLORED PAPER - THE MORE COLORS THE BETTER. CUT IT UP INTO CIRCLES, STARS, SQUARES AND DIAMONDS. THESE PIECES SHOULD ALL BE THE SAME SIZE - ABOUT 1 INCH.



2. WITH A NEEDLE AND THREAD, THE PIECES ARE STRUNG TOGETHER. TIE A KNOT NEAR THE END OF THE THREAD - LEAVING ENOUGH TO TIE IT ONTO THE STICK. MAKE YOUR SNAKE ABOUT 8 IN. LONG. WHEN YOU HAVE MADE YOUR SNAKE LONG ENOUGH, TIE A SMALL NUT FOR THE HEAD ONTO THE THREAD. LEAVE ABOUT 24 IN. OF THREAD FOR TYING TO THE TOP OF THE STICK.

3. NOTCH
TIE THE THREAD ON THE STICK AFTER YOU HAVE NOTCHED IT AS SHOWN HERE.

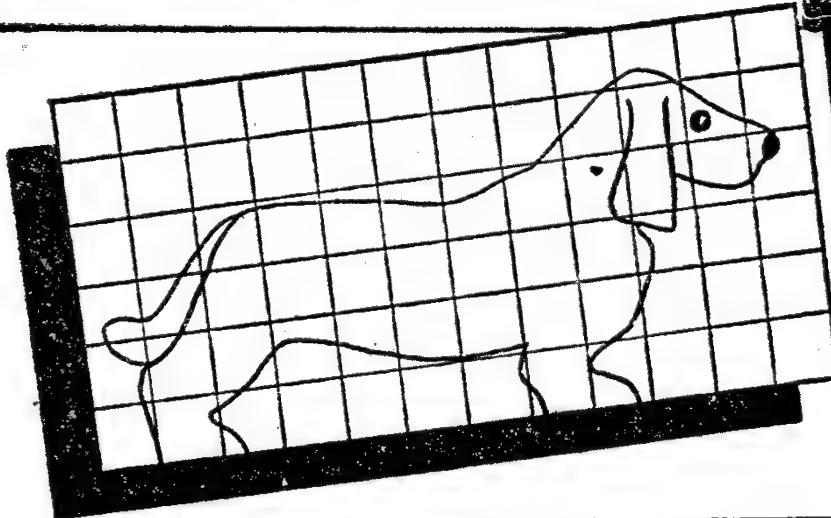


4. THE SNAKE SHOULD BE LIKE THIS WHEN YOU HAVE IT TIED RIGHT.

5. HOLD THE STICK UP - RIGHT AND TIP IT FORWARD. THEN GENTLY MOVE THE STICK TO EITHER SIDE AND THE SNAKE WILL WIGGLE FROM SIDE TO SIDE.



DACHSHUND TOY



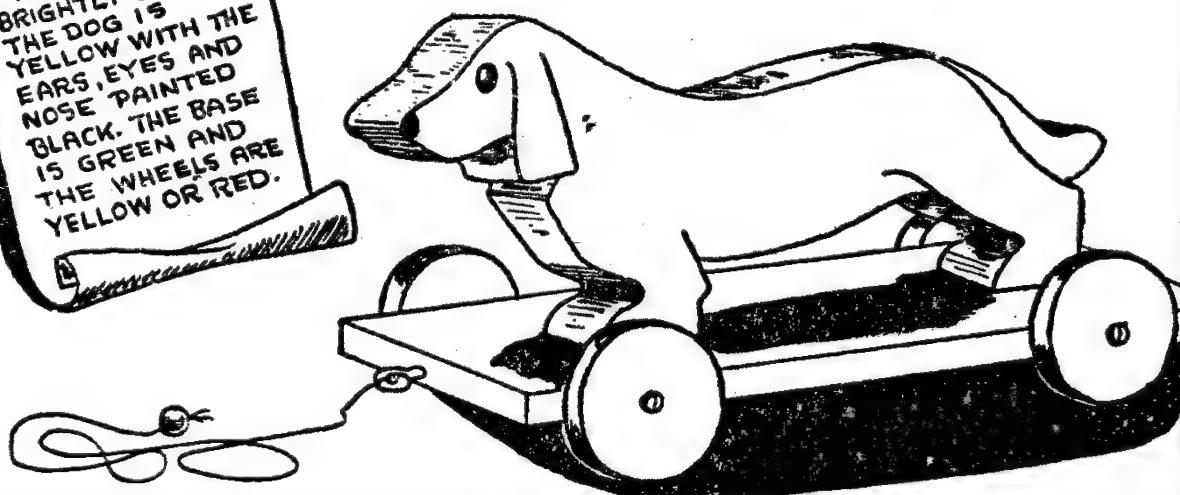
SQUARE OFF A PIECE OF CARD-BOARD INTO $\frac{1}{2}$ IN. SQUARES. SKETCH IN THE PICTURE SHOWN AT THE LEFT. CUT OUT THE DRAWING AND LAY IT ON A 1 IN. THICK PIECE OF LUMBER. TRACE AROUND THE CUT-OUT WITH A SOFT LEAD PENCIL.

SAW THE DOG OUT WITH A COPING SAW. SMOOTH OFF THE EDGES AND SANDPAPER THE DOG SMOOTH.

MAKE 4 WHEELS $1\frac{1}{2}$ in. IN DIAMETER FROM $\frac{1}{4}$ in. LUMBER. THE BASE IS $\frac{1}{4}'' \times 3'' \times 6''$. FASTEN THE DOG TO THE BASE WITH GLUE. THE WHEELS ARE SCREWED ON THE BASE. A SCREW EYE IS SCREWED INTO THE FRONT END OF THE BASE AND A STRONG CORD IS FASTENED TO IT. DO THIS AFTER YOU HAVE PAINTED THE TOY.

Paint

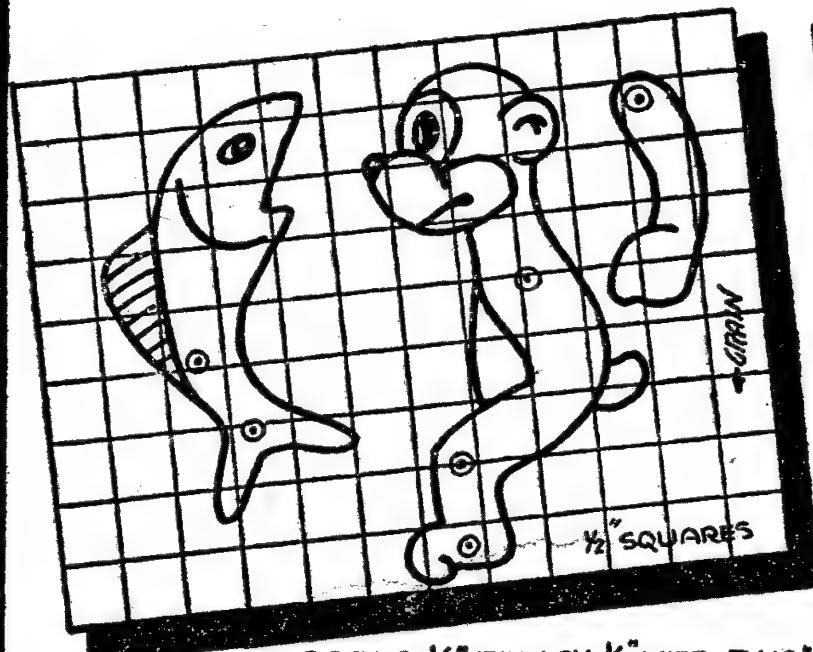
THE TOY IS BRIGHTLY COLORED. THE DOG IS YELLOW WITH THE EARS, EYES AND NOSE PAINTED BLACK. THE BASE IS GREEN AND THE WHEELS ARE YELLOW OR RED.





MAN AND FISH

"WOODEN TOY"

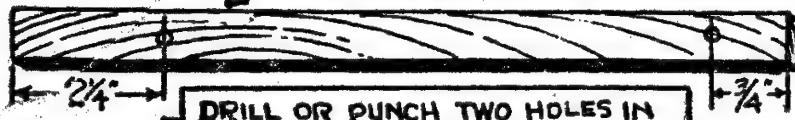


2 PIECES $\frac{1}{4}$ " THICK BY $\frac{1}{2}$ " WIDE BY 12" LONG ARE REQUIRED FOR THE BASE.

THIS NOVEL TOY IS MADE OUT OF $\frac{1}{4}$ " LUMBER. IF YOU HAVE PLYWOOD, ALL THE BETTER.

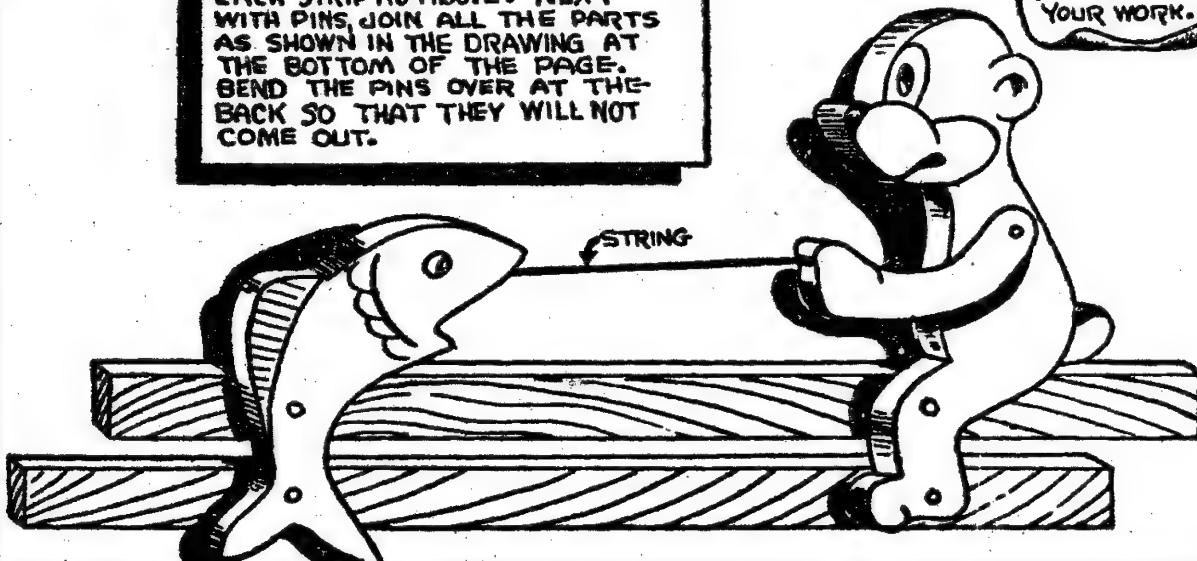
MARK OFF YOUR WOOD INTO $\frac{1}{2}$ " SQUARES AND DRAW THE FISH, BEAR AND BEAR'S ARM. THE DOTS @ SHOULD ALSO BE PUT ON IN THEIR PROPER PLACES AND DRILLED OR PUNCHED SO THAT A PIN WILL GO THROUGH EASILY.

SAW THE THREE PARTS OUT WITH A COPING SAW. SANDPAPER THE ROUGH EDGES.

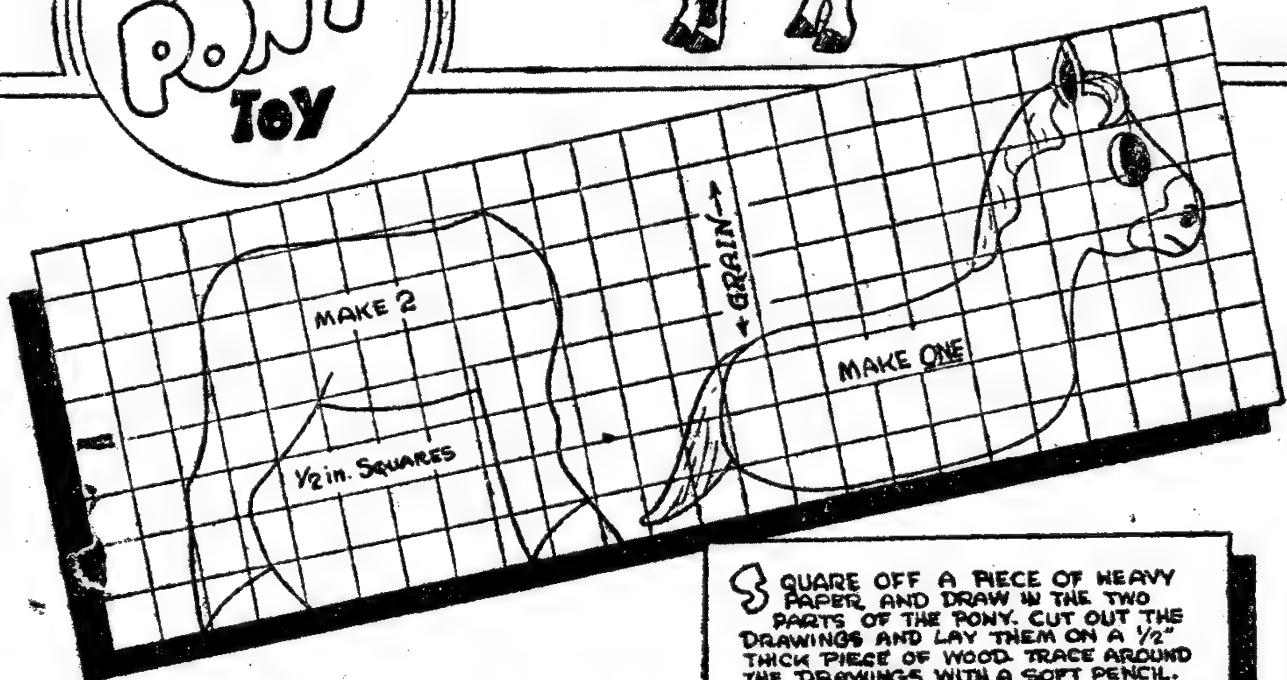


DRILL OR PUNCH TWO HOLES IN EACH STRIP AS ABOVE. NEXT — WITH PINS, JOIN ALL THE PARTS AS SHOWN IN THE DRAWING AT THE BOTTOM OF THE PAGE. BEND THE PINS OVER AT THE BACK SO THAT THEY WILL NOT COME OUT.

PAINTING
USE BRIGHT COLORS TO FINISH OFF YOUR WORK.

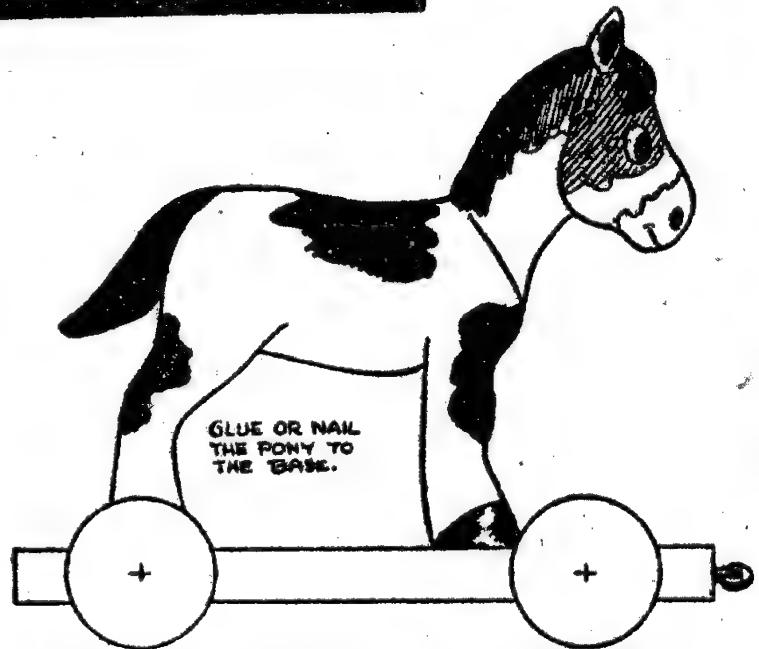


PULL
PONY
TOY



⑥ GLUE THE THREE PIECES OF THE PONY TOGETHER. SMOOTH OFF THE BODY WITH SANDPAPER. MAKE SURE THAT THE EDGES OF THE PARTS ARE EVEN.

⑤ SQUARE OFF A PIECE OF HEAVY PAPER, AND DRAW IN THE TWO PARTS OF THE PONY. CUT OUT THE DRAWINGS AND LAY THEM ON A $\frac{1}{2}$ " THICK PIECE OF WOOD. TRACE AROUND THE DRAWINGS WITH A SOFT PENCIL. CUT OUT THE PARTS WITH A COPING SAW.

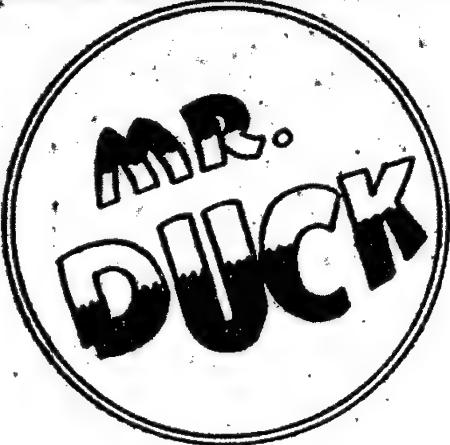


⑦ THE BASE IS $\frac{1}{2}$ " AT "X4". THE WHEELS ARE $\frac{1}{2}$ IN. IN DIAMETER AND $\frac{1}{16}$ IN. THICK.

⑧ FASTEN THE PONY TO THE BASE. SCREW THE WHEELS TO THE BASE. A HOOK EYE IS FASTENED TO THE FRONT OF THE BASE. TIE A GOOD STRONG CORD ON THIS HOOK EYE AFTER YOU HAVE PAINTED THE TOY.

PAINTING

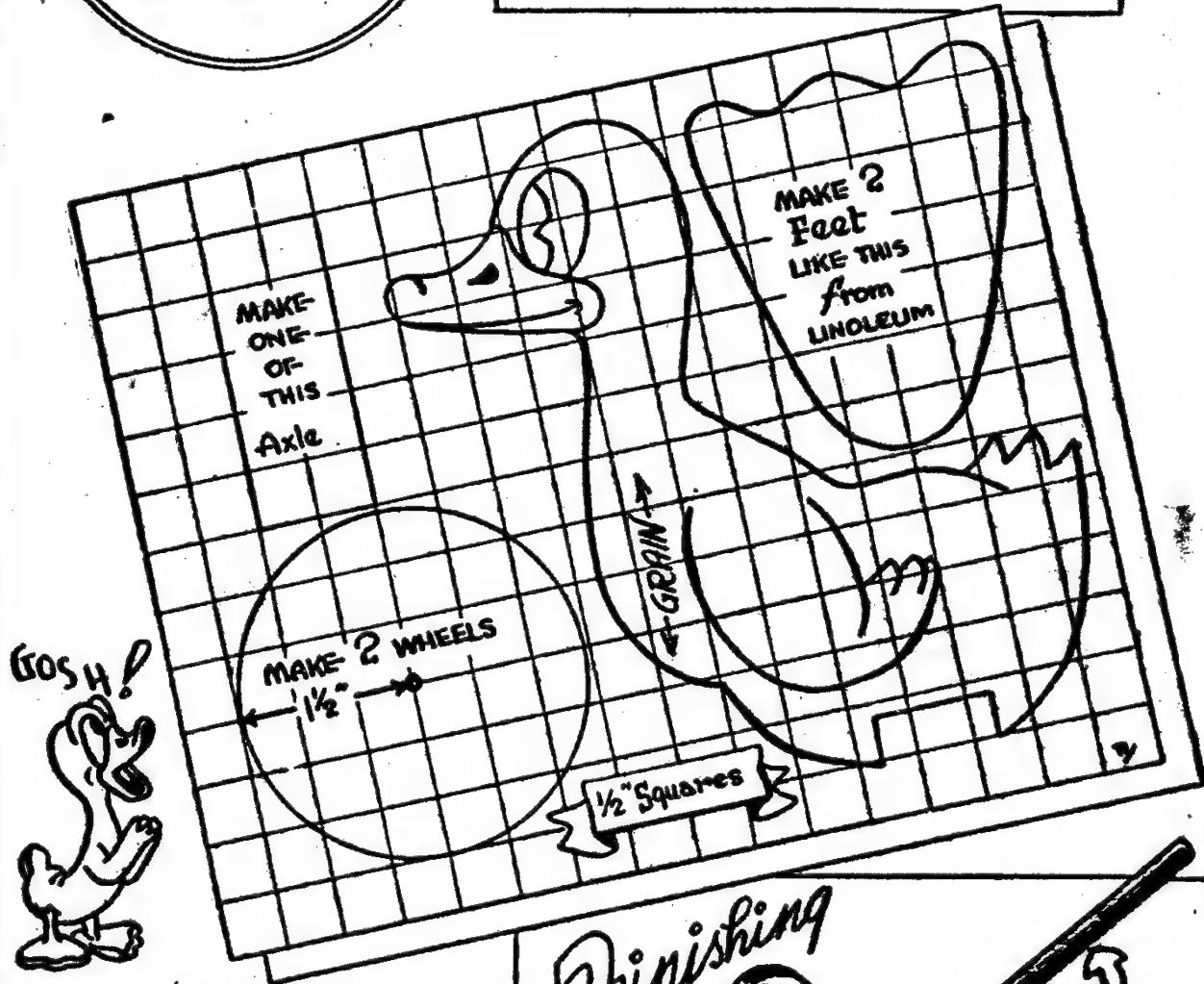
SUGGESTED COLORS -
BODY - WHITE WITH BROWN OR BLACK SPOTS.
HEAD - THE SAME AS THE BODY
HOOFS - BLACK
TAIL AND MANE - BLACK
BASE - GREEN
WHEELS - RED.
EYES - WHITE BACKGROUND WITH LARGE BLACK DOTS.
ALL OTHER PARTS FILLED IN WITH BLACK.



This

DUCK IS CONSTRUCTED FROM ONE INCH THICK LUMBER. THE FEET ARE MADE FROM AN OLD PIECE OF LINOLEUM.

SQUARE OFF A PIECE OF CARDBOARD INTO $\frac{1}{2}$ in. SQUARES AND DRAW IN THE PARTS SHOWN BELOW. YOU WILL REQUIRE :-
1-Body 2-Wheels 1-Axle 2-Feet

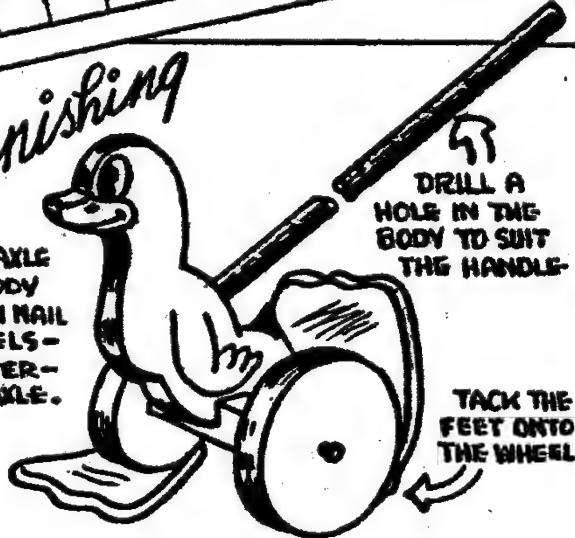


3 SAW OUT THE PARTS AND SANDPAPER THE EDGES SMOOTH. PAINT THE PARTS BEFORE YOU PUT THE TOY TOGETHER.

SUGGESTED COLOR SCHEME:-
BODY → ALL WHITE.
WHEELS → RED.
FEET & BILL → ORANGE.
PAINT IN THE EYES AND WINGS WITH BLACK PAINT.

Finishing

NAIL THE AXLE TO THE BODY AND THEN NAIL THE WHEELS OFF CENTER TO THE AXLE.



MONKEY WRESTLERS

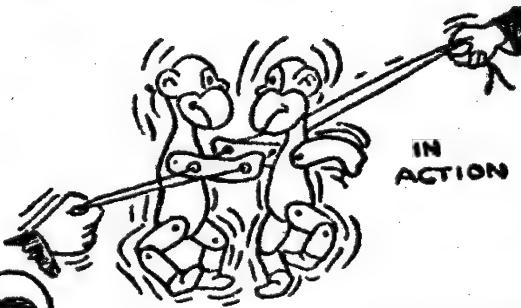
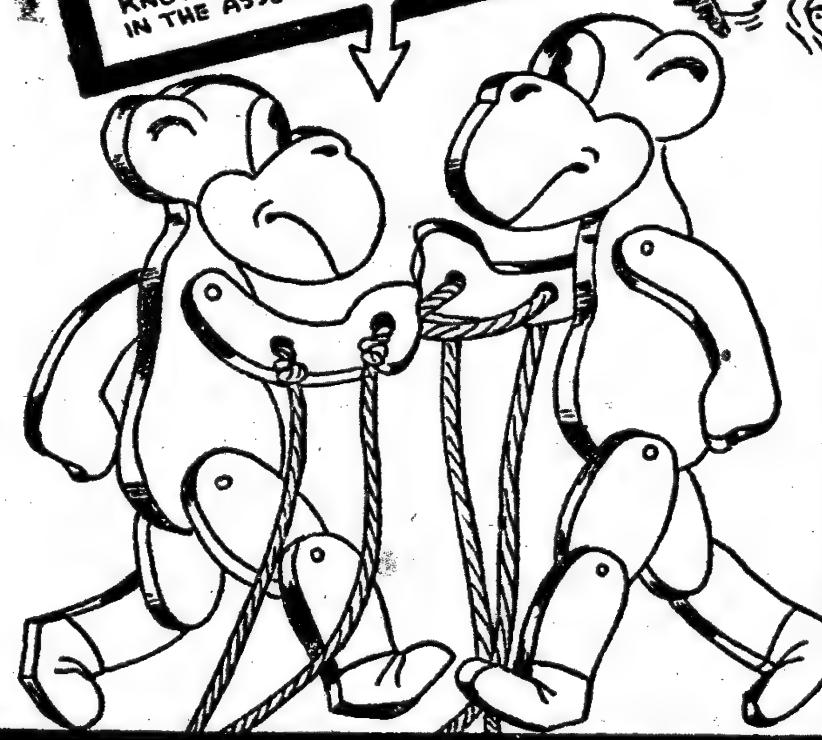
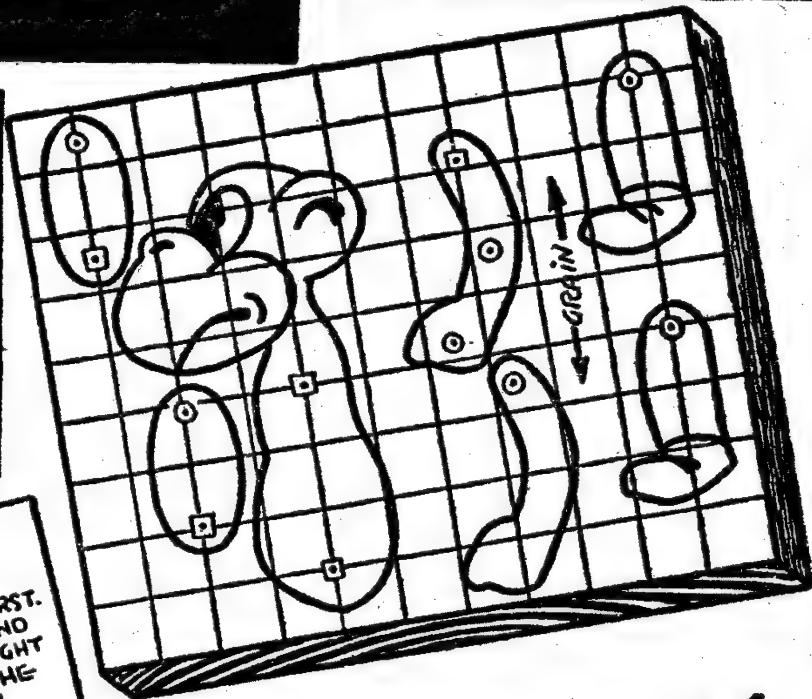
LAY OUT $\frac{1}{2}$ " SQUARES ON YOUR BOARD AND DRAW ON IT THE PARTS SHOWN IN THE DRAWING AT THE RIGHT.

MAKE 2 SETS AS THE TOY CONSISTS OF 2 MONKEYS.

SAW OUT THE PARTS AND DRILL HOLES (LARGE ENOUGH FOR THE NAILS YOU ARE USING) IN THE PARTS MARKED \odot . THE \square MARK IS WHERE THE NAIL IS DRIVEN TO MAKE THE JOINT.

ASSEMBLY

MAKE THE KNEE JOINTS FIRST. THEN FASTEN THE LEGS AND ARMS TO THE BODY. THE BODY IS MADE RIGID TO THE BODY WITH AN EXTRA NAIL DRIVEN THROUGH IT INTO THE BODY. MAKE SURE THAT ALL MOVING PARTS SWING FREELY. THREAD THE STRING THROUGH THE HOLES IN THE RIGHT ARMS. KNOT THE STRINGS AS SHOWN IN THE ASSEMBLED DRAWING.



PAINTING

USE VERY BRIGHT COLORS WHEN PAINTING THE MONKEYS. MARK IN THE EYES, EARS AND MOUTH WITH BLACK PAINT.

ONE OR TWO CAN PLAY WITH THIS TOY. IF TWO ARE PLAYING—EACH ONE TAKES HOLD OF THE STRINGS AT OPPOSITE ENDS. LEAVE A LITTLE SLACK AND GENTLY JERK THE STRING, AND YOU WILL HAVE AN INDOOR WRESTLING MATCH.

FOR ONE PERSON ONLY TO PLAY—FASTEN ONE END TO A DOOR KNOB AND HOLD THE OTHER END.



PUSHMOBILE

TANK

THE WORK PUT INTO A PUSHMOBILE TANK LIKE ONE SHOWN HERE, IS A SWELL INVESTMENT - FOR YOU'LL BE THE ENVY OF THE NEIGHBORHOOD! NOW, DIG UP SOME SCRAP WOOD, A FEW USED LARGE CARDBOARD SIGNS --- AND GO TO WORK!

BROOM STICK "CANNONS" PUSHED THROUGH HOLES IN CAN
TIN CAN NAILED TO TOP OF BOX
WOOD SOAP BOX
TANK'S TRACTOR THREADS ARE PAINTED ON WITH BLACK PAINT AS SHOWN.

FLAP OF CARDBOARD LIFTED UP TO SHOW HOW IT IS TACKED TO FRAME.

BOTTOM FRONT LEFT OPEN TO PERMIT WHEELS TO TURN

2"X4" WOOD PIECES

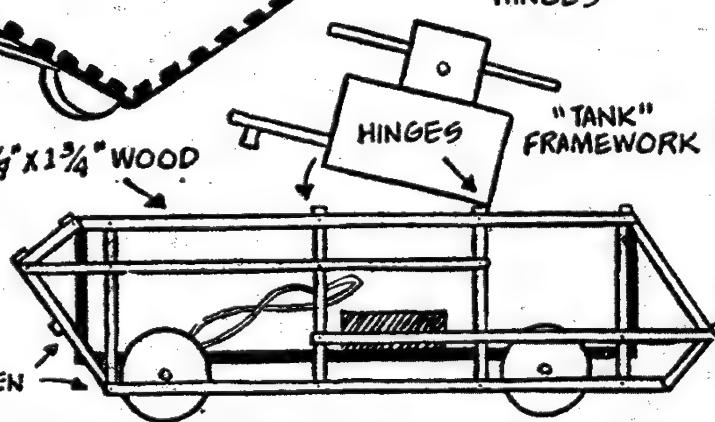
BOX SEAT

YOUR PUSHMOBILE

BOLT

3/4" X 1 1/4" WOOD

OPEN

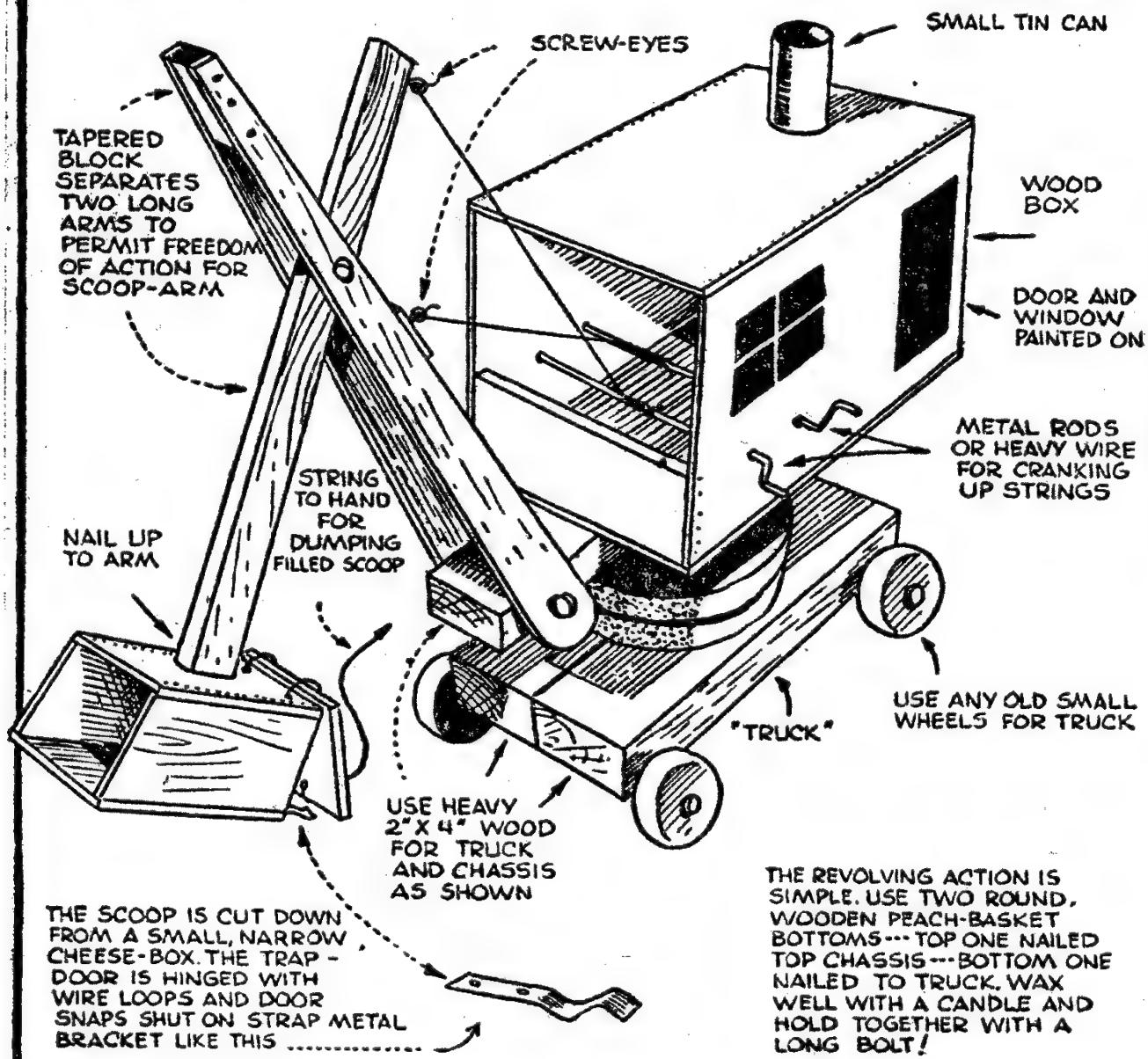


MOUNT A SIMPLE FRAMEWORK OF STICKS, NAILING THEM SECURELY IN PLACE, ON YOUR HOME MADE PUSHMOBILE. COVER THIS FRAMEWORK WITH HEAVY CARD - BOARD, OLD WINDOW SHADE MATERIAL, OR WHAT HAVE YOU --- AND PAINT IT GREY - OR CAMOUFLAGE COLORS. THE BEST MATERIAL TO COVER THE TANK IS, OF COURSE, PLYWOOD --- HOWEVER, THE OTHER SUGGESTED MATERIALS WILL ALSO SERVE.

TOY STEAM SHOVEL

SAND BOX

SOME SCRAP-WOOD AND A LITTLE PATIENCE IS ALL YOU NEED TO CONSTRUCT THIS SWELL SAND-BOX STEAM-SHOVEL!



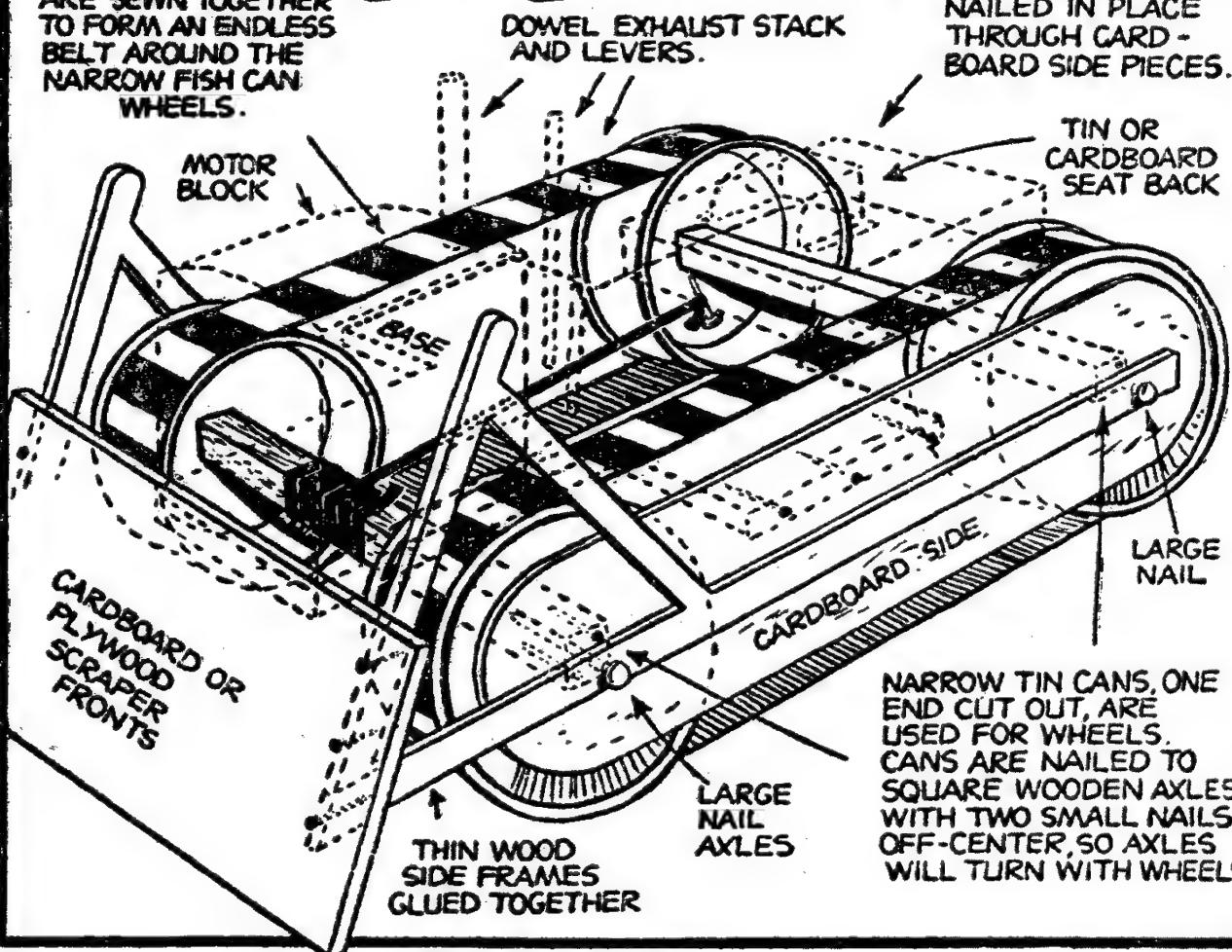
TOY TRACTOR

TRACTOR TREADS ARE SIMULATED BY PAINTING STRIPES, WITH PAINT OR INK, ON STRIPS OF CLOTH OR RIBBON WHICH ARE SEWN TOGETHER TO FORM AN ENDLESS BELT AROUND THE NARROW FISH CAN WHEELS.

HERE IT IS...THE FAMED "BULLDOZER"—THE ALL-AROUND FAVORITE OF THE ARMED FORCES

AND NOW THE PRIDE AND JOY OF FARMERS AND CONTRACTORS, THE LENGTH AND BREADTH OF THE LAND!

SUPERSTRUCTURE IS MADE OF TWO BLOCKS OF WOOD NAILED TO A CROSS-SHAPED BASE OF PLYWOOD. BASE IS NAILED IN PLACE THROUGH CARD-BOARD SIDE PIECES.



HOW IT WORKS

A STOUT RUBBER BAND, ONE END ATTACHED TO NAIL AT UndERSIDE, REAR, OF PLYWOOD "FLOOR" BASE—OTHER END STAPLED TO FRONT SQUARE AXLES. WIND THIS RUBBER BAND MOTOR BY ROLLING TRACTOR BACKWARDS HOLDING FRONT WHEELS, THEN ROLLING BACK AGAIN TILL MOTOR IS TIGHT. NOW SET TRACTOR ON FLOOR AND LET IT GO! IT WILL PUSH SMALL OBJECTS LIKE THE REAL "BIG CATS" DO, UNTIL IT IS UNWOUND. WIND IT UP AGAIN --AND REPEAT THE PERFORMANCE!



"MAN ON THE FLYING TRAPEZE"

Baffling to watch - but easy to make! Try it and see....

CARVE ENDS OF SEPARATOR STICK TO FIT LOOSELY IN HOLES

RUBBER BAND

JUST WIDE ENOUGH TO FIT YOUR HAND'S GRIP.

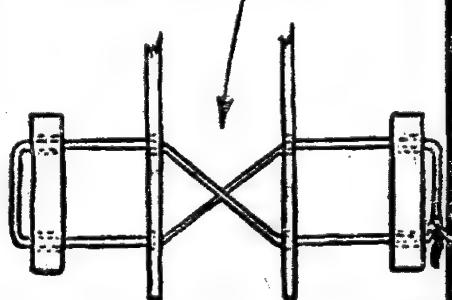
HERE'S A CLOSE-UP OF THE BOTTOM VIEW, SHOWING HOW STRING IS CROSSED BETWEEN FEET.



FRONT VIEW



CUT BODY, TWO LEGS (ONE PIECE EACH, AND KNEE JOINTS), TWO UPPER ARMS, AND TWO LOWER ARMS AND HANDS (NO WRIST JOINTS)... ALL OUT OF CARDBOARD. CUT SIX SMALL CARDBOARD WASHERS. THREAD A NEEDLE WITH STRONG THREAD, AND PIERCE EACH JOINT. TIE KNOT IN THREAD AT EACH END OF JOINTS.



HOLD STICKS IN HAND, FIGURE DANGLING LIFELESSLY DOWNWARD.... UNTIL YOU GIVE STICKS A SQUEEZE WITH YOUR HAND! THE FIGURE WILL COME TO LIFE! AFTER YOU LEARN TO MANIPULATE STICKS, YOU CAN MAKE HIM DO ENDLESS TRICKS!

HAVE FUN!

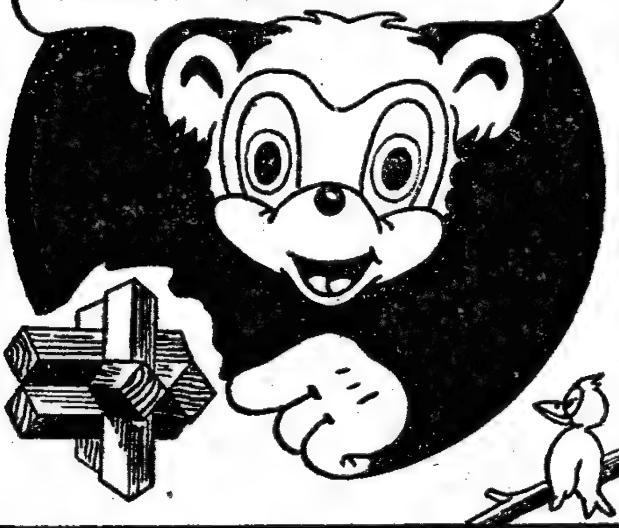
WOOD PUZZLE

NOW, TED, YOU GO HOME AND SHOW YOUR FRIENDS THE WAY TO MAKE THE PUZZLE.

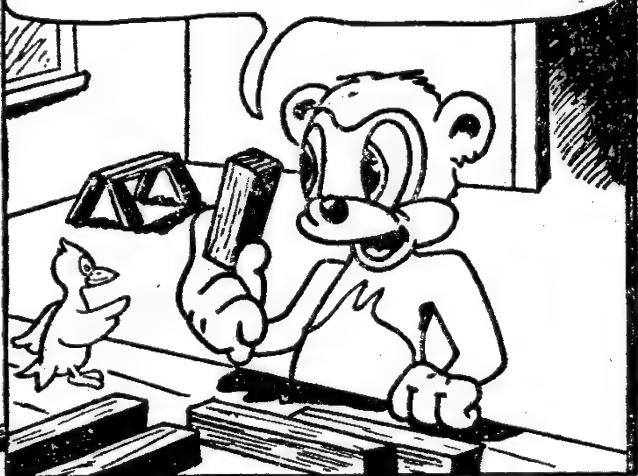
THANK YOU, DAD!



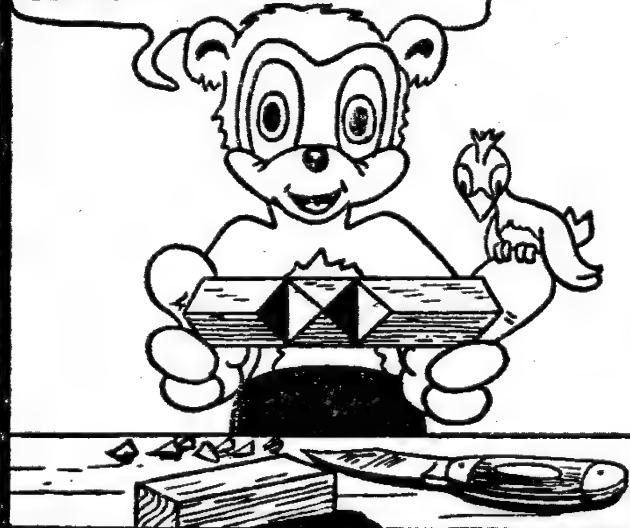
THIS IS THE PUZZLE THAT 'DAD' SHOWED ME HOW TO MAKE. IF YOU FOLLOW THE PLANS YOU CAN MAKE ONE TOO.



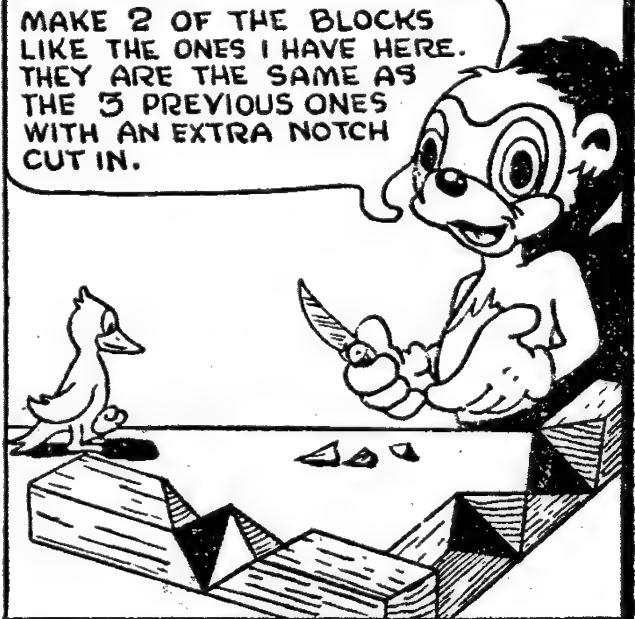
A PIECE OF LUMBER $\frac{1}{2}$ " SQUARE IS REQUIRED. FROM THIS CUT SIX PIECES 2" LONG. CLEAN THE ENDS OFF WITH SANDPAPER.



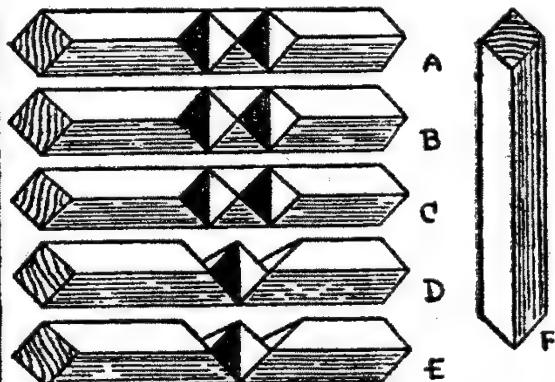
NOTCH 3 OF THE BLOCKS LIKE THIS. THE NOTCHES START FROM THE CENTER OF THE BLOCK.



MAKE 2 OF THE BLOCKS LIKE THE ONES I HAVE HERE. THEY ARE THE SAME AS THE 3 PREVIOUS ONES WITH AN EXTRA NOTCH CUT IN.

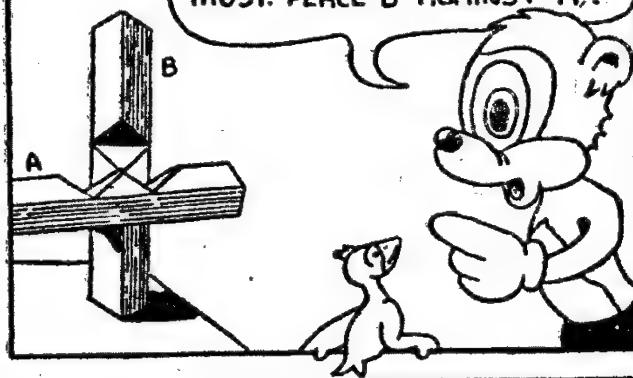


THE SIX PIECES SHOULD LOOK LIKE THE ONES ILLUSTRATED IN THIS PANEL. FIVE SHOULD BE NOTCHED AND ONE PLAIN.

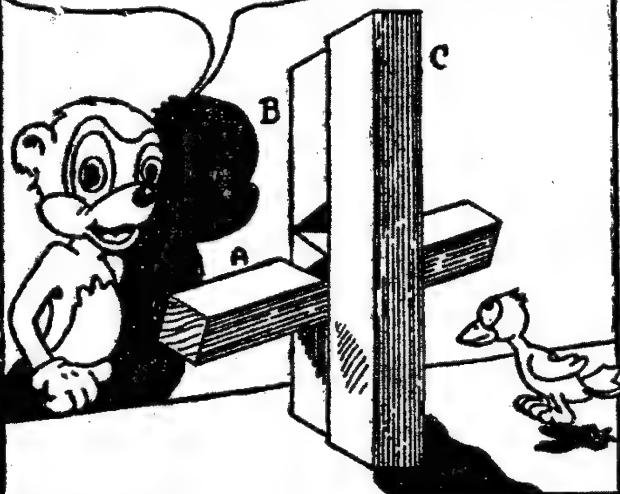


THE PUZZLE WILL GO TOGETHER PERFECTLY AND FORM A TIGHT FIT, IF YOU HAVE CUT THE NOTCHES PROPERLY.

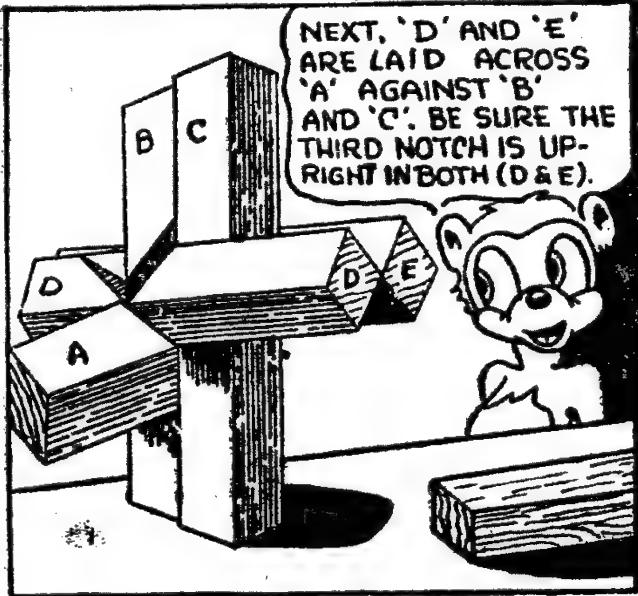
HOLD 'A' IN THE LEFT HAND WITH THE NOTCHES UPPERMOST. PLACE 'B' AGAINST 'A'.



PLACE 'C' ON THE OTHER SIDE OF 'A' PARALLEL WITH 'B'.



NEXT, 'D' AND 'E' ARE LAID ACROSS 'A' AGAINST 'B', AND 'C'. BE SURE THE THIRD NOTCH IS UPRIGHT IN BOTH (D & E).

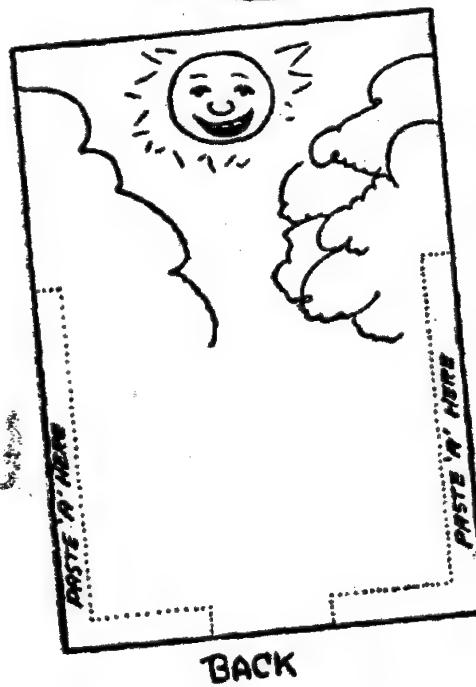


SLIDE 'F' INTO PLACE.

THERE IT IS, PAL.
NOW LET'S SEE WHAT
YOU CAN DO.

YOUR A SMART
FELLOW, TED.
BUT I'LL BET
OUR READING
PUBLIC WILL
BE SMARTER
THAN YOU.

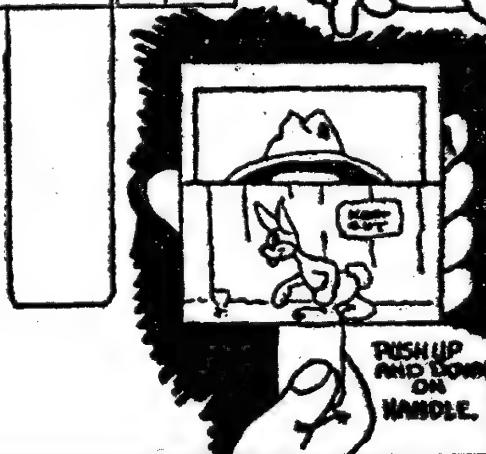
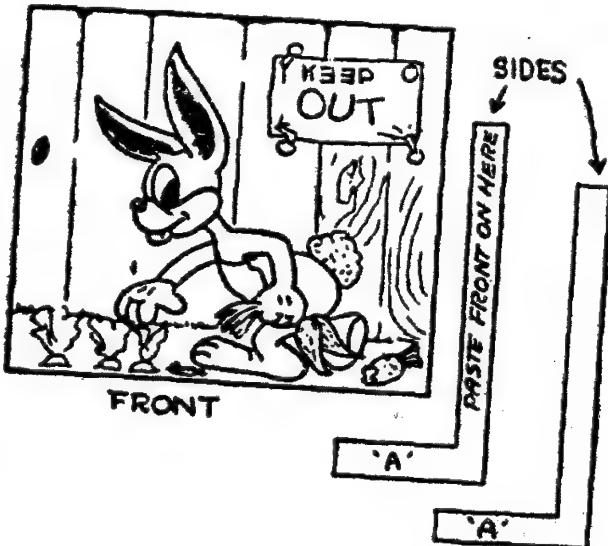
get End



COLOR ALL THE PARTS
WITH CRAYON BEFORE YOU
START TO CUT OUT THE PARTS.

GLUE THE SIDE STRIPS ONTO
THE BACK AS SHOWN BY THE
DOTTED LINES. THEN GLUE
THE FRONT ON TOP OF THE SIDE
STRIPS. YOU SHOULD LAY A HEAVY
BOOK ON YOUR WORK AND LEAVE
IT TILL THE PARTS ARE STUCK
SECURELY.
SLIP THE CENTER PIECE IN
AND YOUR POP UP IS ALL SET.

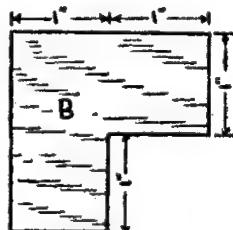
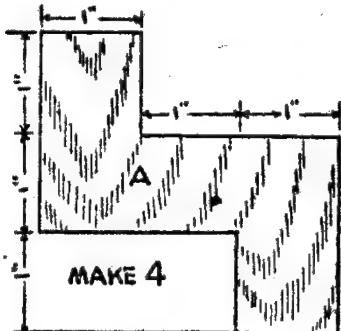
PASTE THIS PAGE ON A PIECE OF
HEAVY CARDBOARD. MAKE SURE THAT YOU
HAVE COMPLETELY COVERED THE CARD WITH
PASTE BEFORE YOU FASTEN THE PAPER TO IT.
MIX FLOUR AND WATER TO MAKE THE PASTE.
STIR THE FLOUR AND WATER INTO A THICK
CREAM AND APPLY TO THE CARD. LAY THE
PAGE ON THE CARD AND PRESS OUT ALL THE
WRINKLES. PLACE SOME HEAVY OBJECT ON TOP
OF THE WORK AND LEAVE IT TO SET.



WOOD

PUZZLES

CUT-UP CROSS



LAY OUT THE ABOVE DIAGRAMS ON $\frac{1}{4}$ IN.
PLYWOOD. DO NOT LAY THE PARTS OUT IN
ANY WAY THAT BRINGS GRAIN TO MATCH UP, OR
THE PARTS WILL GIVE A CLUE IN MATCHING UP
ON ASSEMBLING THE PUZZLE. CUT OUT 4 OF
FIGURE "A" AND 2 OF FIGURE "B".
WHEN THE 6 PIECES ARE ASSEMBLED PROPERLY
THEY WILL FORM A CROSS.

THIS ONE MAY HAVE FOOLED YOUR FATHER,
BUT DON'T LET IT STICK YOU.
A PIECE OF PLYWOOD 8"X8" IS MEASURED
OFF AS SHOWN AT THE RIGHT. CHECK YOUR
MEASUREMENTS FOR ACCURACY AND SAW APART.
WITH THE FOUR PIECES-A,B,C AND D-TRY AND
FORM A RECTANGLE.

WHEN YOU HAVE MADE THE RECTANGLE
MEASURE IT. IT IS $5'' \times 13'' = 65$ SQ. INCHES.
THE SQUARE YOU STARTED WITH WAS $8'' \times 8'' = 64$
SQ. INCHES. NET GAIN ONE SQ. INCH.

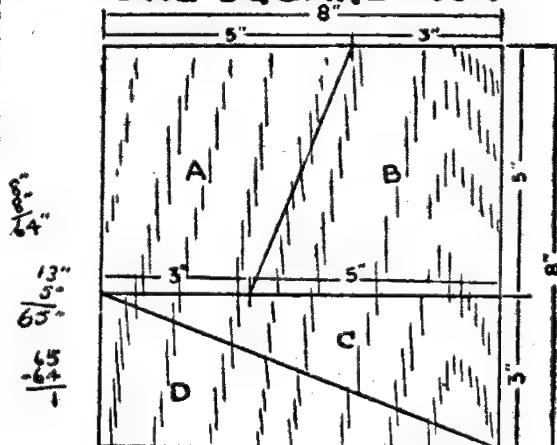
CUT-UP SQUARE



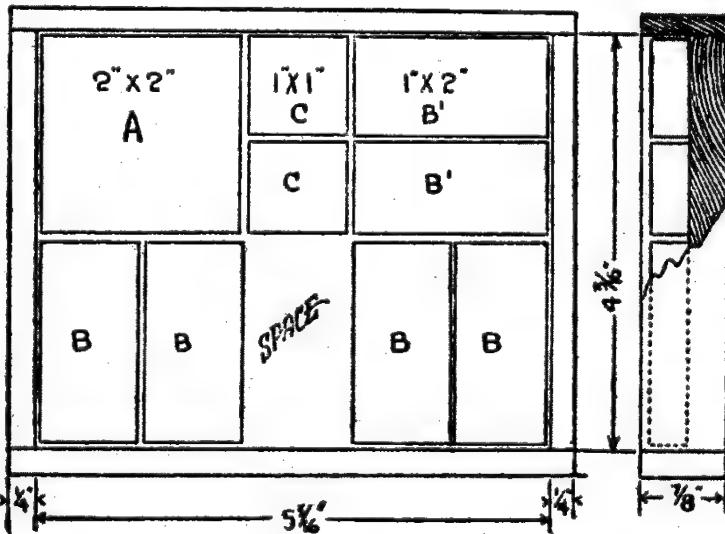
20 OF THESE REQUIRED

GUT OUT 20 OF THE ABOVE DIAGRAM FROM
1/4 INCH PLYWOOD. BE SURE TO LAY
THEM OUT SO THAT THE GRAIN DOES NOT
MATCH UP WITH ANY OTHER PIECE.
WITH THE 20 PIECES TRY AND FORM A
SQUARE. IT CAN BE DONE.

ONE SQUARE INCH



SHUFFLE BOARD



THE BASE OF THIS PUZZLE
IS $\frac{3}{4}$ " THICK BY $4\frac{1}{4}$ " X $5\frac{3}{4}$ ".
NAIL $\frac{1}{4}$ " STRIPS $\frac{3}{8}$ " HIGH AROUND
THE BASE AND TRIM OFF THE
ENDS.

**THE PLAYING BLOCKS ARE MADE
FROM 3/8 IN. THICK PLYWOOD.
YOU WILL REQUIRE:—**

1 - $\frac{3}{8}''$ X 2' X 2" FIG. A
6 - $\frac{3}{8}''$ X 1' X 2" FIG. B
2 - $\frac{3}{8}''$ X 1' X 1" FIG. C
SMOOTH OFF THE BLOCKS WITH
SANDPAPER.

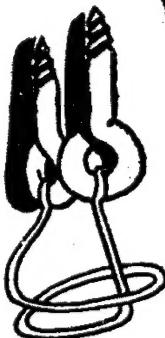
PLACE THE BLOCKS AS SHOWN IN THE DIAGRAM. THE OBJECT OF THIS GAME IS TO TRY AND MOVE BLOCK "A" OVER TO THE CORNER OCCUPIED BY BLOCKS MARKED "B".

TOYS
and
GAMES
MADE at HOME

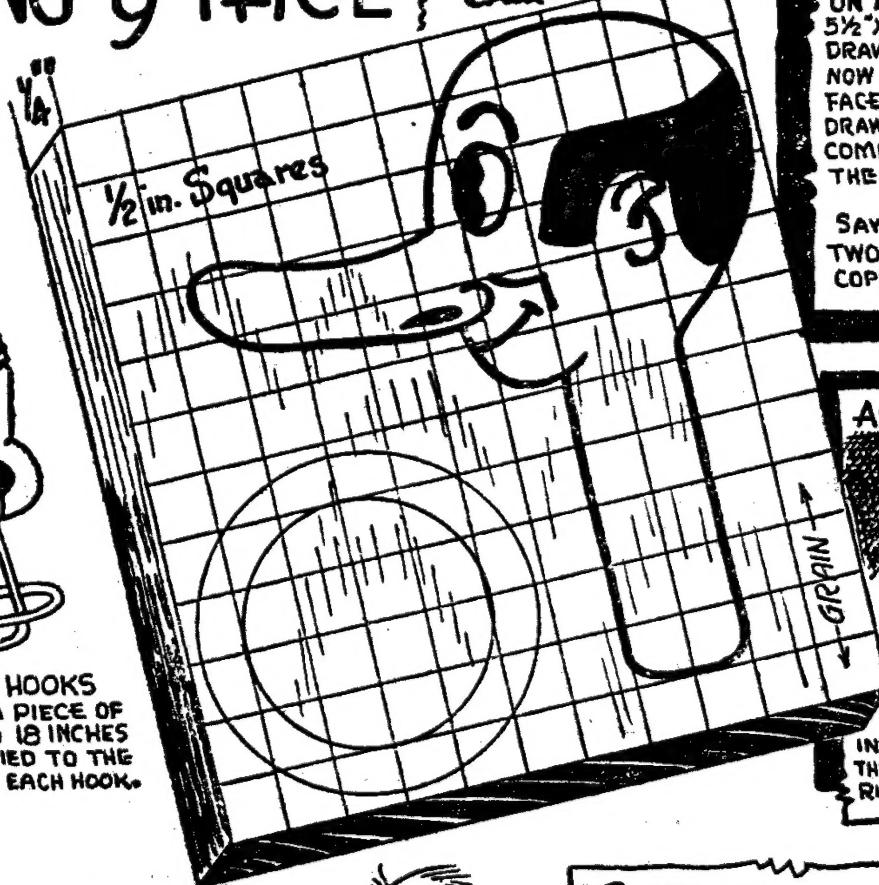
For a Rainy Day



RING & FACE PUZZLE



2 EYE HOOKS
WITH A PIECE OF
STRING 18 INCHES
LONG TIED TO THE
EYE OF EACH HOOK.



Construction

ON A PIECE OF WOOD
 $5\frac{1}{2} \times 6 \times \frac{1}{4}$ THICK,
DRAW $\frac{1}{2}$ INCH SQUARES.
NOW DRAW IN THE
FACE AS SHOWN IN THE
DRAWING. WITH A
COMPASS - MARK OUT
THE RING.

SAW OUT THESE
TWO PARTS WITH A
COPING SAW.

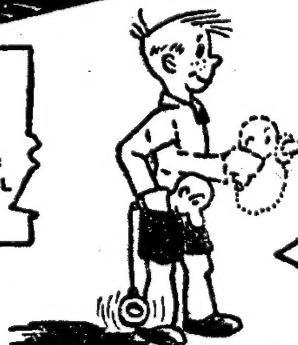
Assembly



SCREW ONE EYE
INTO THE HANDLE &
THE OTHER INTO THE
RING (AS SHOWN).

PAINT-

THE FACE WHITE AND
THE HAIR BLACK OR
BROWN. MARK IN THE
EYE, EAR AND NOSTRIL
WITH BLACK PAINT.



To PLAY-

HOLD THE NECK IN YOUR HAND
AND LET THE RING HANG DOWN BY
YOUR SIDE. NOW SWING YOUR ARM FROM
THE ELBOW AND TRY TO PUT THE
RING ON THE MAN'S NOSE.
(USE ONE HAND ONLY)

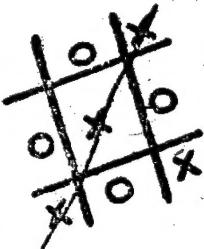
This TRICK

IS EASILY MADE AND WILL
GIVE HOURS OF FUN.

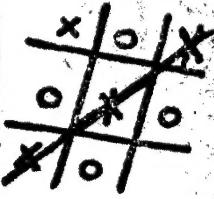
FROM A PIECE OF WOOD $\frac{1}{4}$ INCH THICK AND 4"
LONG MAKE THE PART 'A'. CUT OUT A $\frac{1}{4}$ "
SQUARE HOLE IN THE CENTER (AS SHOWN).
NOW DRILL A HOLE AT EACH END. THREAD
A PIECE OF STRING INTO ONE OF THE HOLES
AND TIE IT. THREAD THE STRING THROUGH
THE CENTER HOLE AS SHOWN. PUT A 1 IN.

WASHER OR BUTTON ON THE STRING BEFORE
YOU TIE IT IN THE LAST HOLE AT THE END.
TRY TO GET THE WASHER FROM 'C' TO 'B'
WITHOUT UNDOING THE STRING.





NOTS and CROSSES



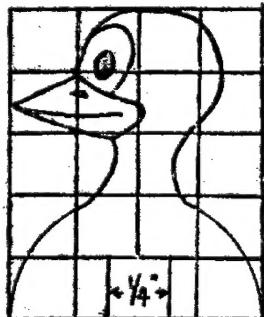
TIC-TAC-TOE IS AN OLD GAME WITH A STREAMLINE SET UP. IT WILL ALSO SAVE PAPER AND PENCILS.



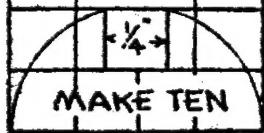
ALL PARTS FOR THIS GAME ARE MADE FROM QUARTER INCH LUMBER.

THE MEN

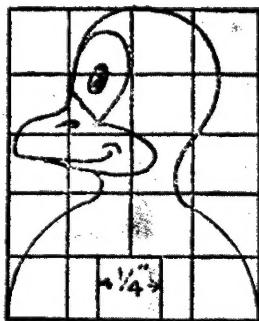
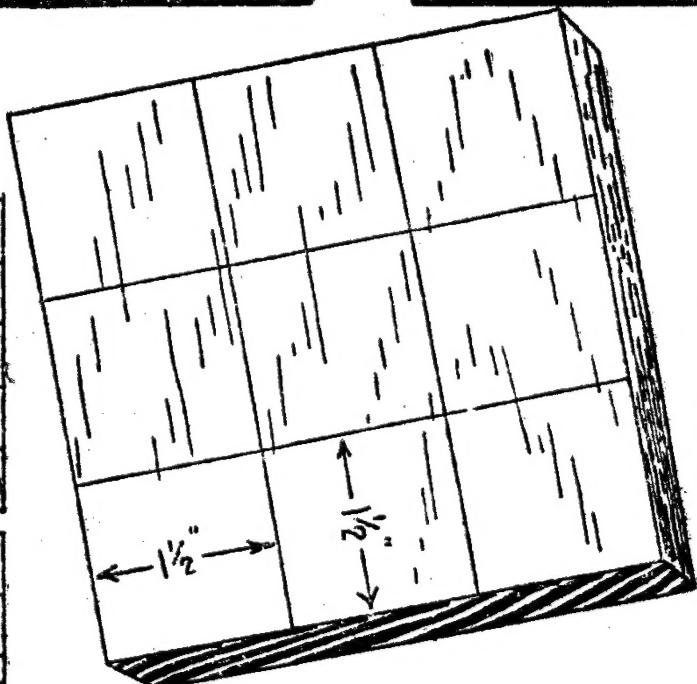
MAKE 5 OF THESE



THE BASE



MAKE TEN



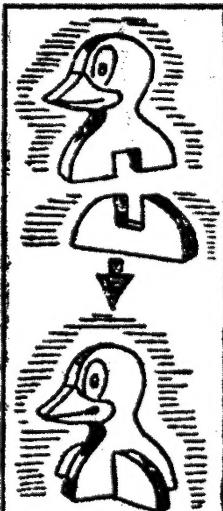
MAKE 5 OF THESE

LAY OUT
QUARTER INCH SQUARES ON A PIECE OF LUMBER $\frac{1}{4}$ " THICK AND DRAW IN THE TWO DIFFERENT HEADS, AND MAKE FIVE OF EACH HEAD. CUT THE HEADS OUT WITH A SAW. MAKE TEN BASES ALSO AND CUT THEM OUT.

COLOR THE DUCK AND CHICK WHITE WITH YELLOW BEAKS. PAINT THE EYES BLACK. THE BASE IS PAINTED EITHER WHITE OR BLACK.

FIRST CUT OUT OF A PIECE OF $\frac{1}{4}$ " LUMBER A BLOCK $4\frac{1}{2} \times 4\frac{1}{2}$ ". SMOOTH THE EDGES WITH SANDPAPER. PAINT THE BLOCK WHITE. WHEN DRY ADD THE BLACK DIVIDING LINES $1\frac{1}{2}$ " APART. (SEE DRAWING ABOVE). OR YOU CAN PAINT THE SQUARES IN TWO COLORS THE WAY A CHECKERBOARD IS MADE.

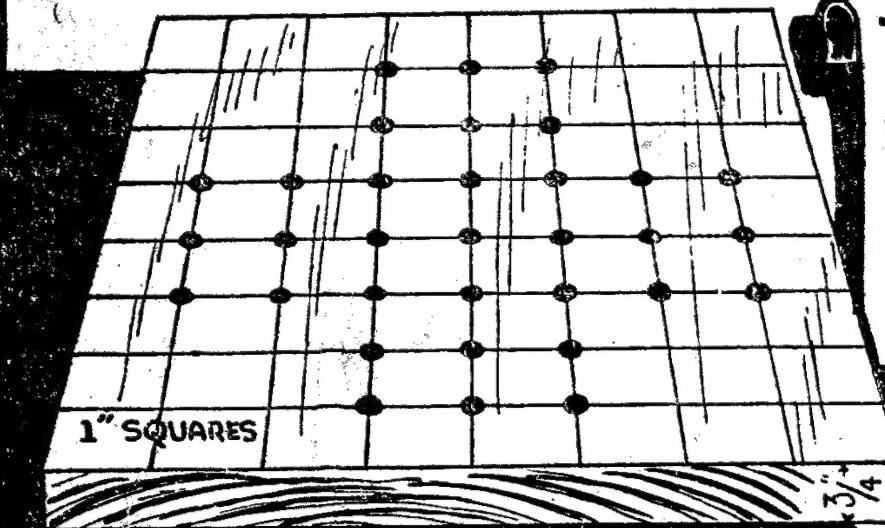
TO PLAY—TWO PLAYERS PLAY THE GAME. EACH ONE TAKES A SET OF DUCKS OR CHICKS. THE FIRST PLAYER PUTS HIS MAN IN A SQUARE AND THE NEXT PLAYER PLACES HIS MAN IN A SQUARE — ANY SQUARE EXCEPT THE ONE ALREADY PLAYED IN. EACH ONE TAKES THEIR TURN IN PLAYING UNTIL ONE OF THE PLAYERS HAS 3 MEN IN A ROW, AND HE WINS THE GAME. (SEE BELOW).



THE MEN ARE JOINED TOGETHER AS SHOWN HERE. ADD A LITTLE GLUE IN THE SLOT TO MAKE THE MEN MORE SOLID.

CHECKER SOLITAIRE

(and Cut-Ups)

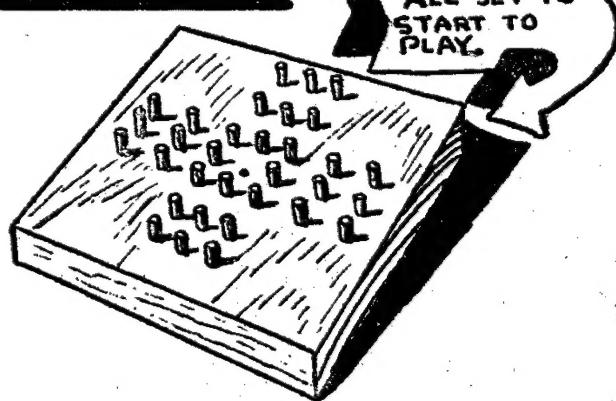


TAKE A PIECE OF LUMBER- 8" SQUARE BY 3/4" THICK- DIVIDE WITH PENCIL INTO 1" SQUARES. MARK IN THE DOTS AS INDICATED AND DRILL $\frac{1}{4}$ " HOLES ABOUT $\frac{1}{2}$ " DEEP.

NEXT- FASHION 33 WOODEN PEGS 2" LONG (BIG MATCHES WILL DO) TO FIT INTO THE HOLES.

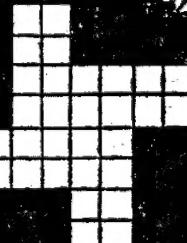
The GAME

STARTS WITH ALL THE HOLES- EXCEPT THE CENTER ONE- FILLED WITH PEGS. THE IDEA OF THE GAME IS TO JUMP ONE PEG OVER ANOTHER-AS IN CHECKERS- UNTIL ONLY ONE PEG IS LEFT.



Cut-Ups

The problem is to cut this figure into 4 pieces that can be fitted together to form a perfect square. No overlapping or hollow spaces.



CUT OUT A "T" AS SHOWN OF HEAVY CARDBOARD. HAND THE PIECES TO SOMEONE AND ASK THE PERSON TO MAKE A "T"



FIRST SELECT A NICE CLEAR PIECE OF SOFT WOOD THAT IS STRAIGHT GRAINED AND FREE FROM KNOTS. A PIECE 1 1/2 IN. SQUARE BY 12 IN. LONG IS A GOOD SIZE FOR A START. LATER YOU CAN TRY 3/4 IN. SQUARE WOOD.

HI, FELLERS! GET A PENCIL AND RULER. DIVIDE YOUR WOOD - AT THE WIDTH - INTO 3 EQUAL PARTS. DO THIS ON ALL FOUR SIDES. AND DRAW LINES THE FULL LENGTH OF THE WOOD AS I HAVE DONE WITH MINE.

